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7

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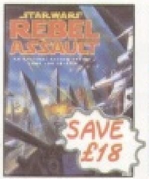

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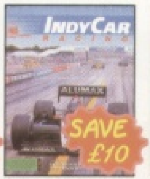

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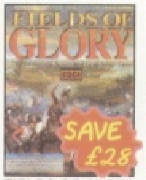

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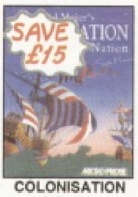

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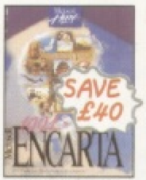

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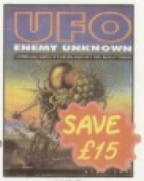

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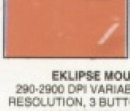

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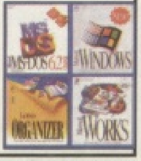

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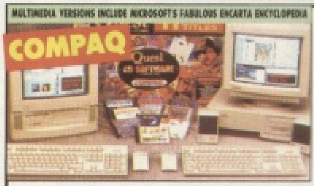

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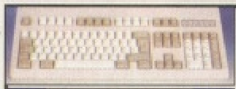

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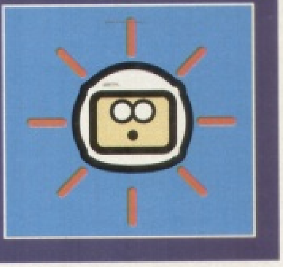
**COMPREHENSIVE RANGE OF RIBBONS IN STOCK - PLEASE PHONE**

It's not easy being the Editor of one of Britain's leading computer games magazines. Take this month, for example, when I had to review Wing Commander 3. God, the agony of it, being forced to enjoy the most incredible game that Origin has ever created. The fact that Dean and Alex had to prise me, screaming, away from my joystick to do other stuff is neither here nor there — it was hell, believe me.

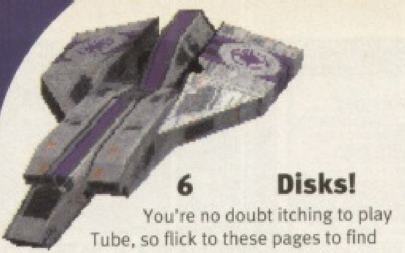
Fortunately, owners of the CD-ROM edition of PC GAMES can sample Wing 3's delights for themselves with our fab playable demo. On the CD you'll also find Behind The Screens, a unique and fascinating multimedia 'experience' about the making of Wing 3, which even lets you interview its stars!

But those yet to enter the CD age haven't been forgotten. At long last we can unveil Tube, a complete game written specially for PC GAMES by the wonderful people at Bullfrog. If you haven't tried it yet, load it up NOW — we think you'll agree that it's the most amazing 3D shoot-'em-up you've ever seen.



Anyway, that's enough hyperbole. Enjoy the issue.

David Upchurch,
Editor.



## 6 Disks!

You're no doubt itching to play Tube, so flick to these pages to find out how to get it up and running.

## WIN!

There's a fab CD-ROM drive in the offing, all thanks to Team 17!

## 16 News

Events move so fast in the world of PC games — one ill-timed blink and you can miss 'em. Luckily, we're always on the scene with our high-speed cameras to catch any news-worthy activity.

## 24 Enter The Third Dimension

We test out an incredible new 3D graphics package that allows you to create your own virtual worlds. It's so simple that even an idiot could use it — which is why we made Dean look at it.

## 27 Previews

Across The Rhine, Warriors, Dungeon Master II and, er, Worms are just a few of the games examined this month in the world's best previews-type section.

## 45 Reviews

Wing Commander 3 proudly leads the procession of games reviewed this month, closely followed by NASCAR Racing, Cyberia, Commander Blood, Death Gate and a whole host of others.

## Wing Commander 3..............46

Origin's interactive movie epic is a strong contender for game of the year — and it's only January!

## Commander Blood..................52

I am a fish, and I swim through the nightmares of the dark dreamer. Yes, Commander Blood's *that* weird.

## 74 CD Updates

Yet more recent floppy games are polished up and plonked onto CD — and here's where we review them all.

## 76 Budget Reviews

They may be old, but at least they're cheap! A bit like David, in other words, but without the weight problem.

## 81 Yours... For Less Than A Fiver!

The cream of Shareware skimmed off the top of the Public Domain milk and served up for your delectation.

*Editor* David Upchurch ● *Art Editor* Dave Kelsall ● *Assistant Editor* Dean Evans ● *Staff Writer* Alex Simmons ● *Additional Design* Niki Creed, Peter Barrell ● *Contributors* Christina Erskine, Cal Jones, Martin Klimes ● *Cover Illustration* Simon Bisley ● *Systems Manager* Sarah-Jane Leavy ● *Advertising Manager* Marie Lawlor ● *Advertising Production* Tina Gynn ● *Editorial Director* David Kelly ● *Managing Director* Terry Pratt ● *Editorial and Advertising Offices* Priory Court, 30-32 Farringdon Lane, London EC1R 3AU; Tel: (071) 972 6700, Fax: (071) 972 6710 ● *Distribution* Frontline Ltd, Park Road, Peterborough PE1 2TR; Tel: (0733) 555161 ● PC GAMES is produced with the help and assistance of Apple Macintosh Desktop Publishing equipment, using Quark Xpress 3.11, Adobe Photoshop 2.5 and Aldus Freehand 4. Printed by TPL, 111 Hartlebury Trading Estate, Hartlebury, Nr Kidderminster, Worcs DY10 4JB ● *MonitorMan™ Logo* The Designers Republic ● No part of this magazine may be reproduced, stored in a data retrieval system or transmitted by any means, electronic, mechanical, recording or otherwise, without the prior permission of the publisher ● Cryptic quote: "Geddit? Quit To DOS... There's this bloke, you see, and he thinks..." ● © EMAP Images 1995

# contents

MonitorMan™

## Voyeur...................................70

**It's been making sad CD-i owners drool for months — and now it's on PC! Break out the dirty macs!**

### 82 Power Up!

Our cup of cheats runneth over once again, spilling excellent hints and tips for Magic Carpet, Inferno, Little Big Adventure and System Shock all over the living room carpet.

### 96 The TroubleShooter

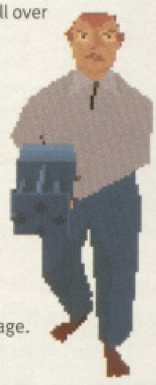
Ol' Trubbsy gets her teeth stuck into the mysteries of the Internet. Shame — they were new dentures, too.

### 97 Letters

Another sackful of scribbles deciphered and printed out for you all to laugh at.

### 98 Next Month!

See if you can spot the big mistake in this month's Next Month page. It's fun for all the family!



## Alone In The Dark 3...............36

**Just how scary can polygons be? 'Very' is the answer, as the forthcoming addition to the Alone series illustrates.**

REVIEWED THIS ***ISSUE...***

| | |
|---|---|
| Aces Of The Deep$^{CD}$ | 74 |
| BlackThorne | 56 |
| Commander Blood$^{CD}$ | 52 |
| Cyberia$^{CD}$ | 60 |
| Death Gate$^{CD}$ | 64 |
| Dragon Lore$^{CD}$ | 66 |
| Fantasy Manager | 62 |
| Fleet Defender Gold$^{CD}$ | 74 |
| FPS: Football Pro '95$^{CD}$ | 74 |
| NASCAR Racing$^{CD}$ | 58 |
| Power Drive | 68 |
| Rise Of The Robots$^{CD}$ | 72 |
| Ultimate Body Blows | 62 |
| Voyeur$^{CD}$ | 70 |
| WarCraft$^{CD}$ | 54 |
| Wing Commander 3$^{CD}$ | 46 |

## Disks!

**PC GAMES has gone down the Tube — quite literally! And now you can too with our marvellous complete game written specially by Bullfrog! It's flippin' excellent, innit!**

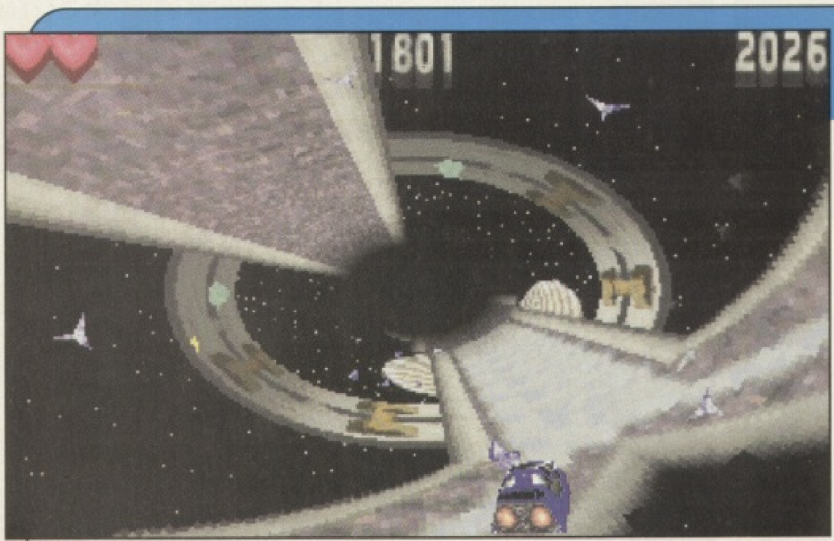
# DISKS!

**Okay, let's go to work. If you've got the CD-ROM edition of PC GAMES, then turn to page 8 to find out how to use it. If, on the other hand, you've got the HD edition, then read on...**

PCGAMES
Requires 256-colour VGA, 4Mb of RAM and DOS 5.0; 486 PC minimum.
DISK 1 Tested for ALL known viruses!
EXCLUSIVE COMPLETE GAME!
Tube
It's here at last — and it's EXCLUSIVE to PC GAMES! From Bullfrog, the creators of Theme Park and Magic Carpet, comes this stunning 3D shoot-'em-up!

PCGAMES
Requires SVGA, 4Mb of RAM, mouse and DOS 5.0; 386 PC minimum.
DISK 2 Tested for ALL known viruses!
The Big Red Adventure
It's big. It's, er, red. And — yes! — it's an adventure! Sample Core Design's stunning SVGA graphic adventure in this fully-playable demo!

**...Yes, it's that time again, the time when we inform you of just what you can find on those two black-plastic squares taped neatly (but not very firmly) to the front of your mag. This month, not only do we have an exclusive playable demo of Core Design's graphic adventure for you, but there's also a superb complete game from Bullfrog!**



## Tube
### Bullfrog

How many people are nice enough to you to bring you a completely original game from one of the world's leading software development teams? Not many, that's how many. Yes, it's true, PC GAMES has linked up exclusively with Bullfrog, the people behind Magic Carpet and Syndicate amongst many others, to bring you Tube — the most exciting 3D shoot-'em-up ever!

Tube features the high level of playability and excitement you would expect from a Bullfrog game, plus the fabulous style of graphics that made Magic Carpet an overnight hit. Imagine a large rubber tube, that winds and bends in all directions. Now imagine that there is a race track inside the tube, split into single lanes all over the interior. Now stretch your imagination a little more and pretend that there are alien robots, barriers, walls and spikes all over the place, and you have the basis for one hell of a race game!

In Tube, you pilot a small craft over 3 laps of three tortuously winding tracks, populated by marauding alien craft. You have three objectives:

(1) Complete the 3 laps within the given time limit.

(2) Destroy as many of the aliens as possible.

(3) Collect the pink pods that lie on the track to power up your weapons.

The pink pods can be found in one of two ways. The first is the most obvious, where they are just lying on the ground — just run over these ones and you'll be able to upgrade your weapons immediately, from a slow single-shot laser to full five-way plasma beams and homing missiles. The other pods are hidden inside dodecahedron shells, which need to be blown away before you can get the bonus hidden inside.

### How To Play

From the title screen, you can select either one- or two-player mode by hitting the '1' or '2' keys respectively. In one-player mode, the craft is controlled with the following keys:

| | |
|---|---|
| Q | **Accelerate** |
| A | **Decelerate** |
| O | **Steer left** |
| P | **Steer right** |
| SPACE | **Fire guns** |
| ENTER | **Smart bombs** |

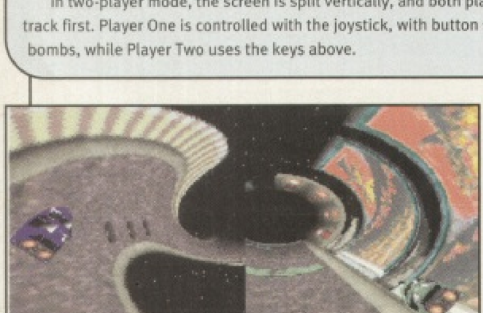
Also, F8 pauses the game, and F10 quits back to DOS. Your shield level is indicated by a dark brown bar just below the smart bomb indicator — naturally, if it dwindles to nothing you lose a life.

In two-player mode, the screen is split vertically, and both players race against each other to get around the track first. Player One is controlled with the joystick, with button 1 firing the guns and button 2 firing the smart bombs, while Player Two uses the keys above.

### Loading The Game...

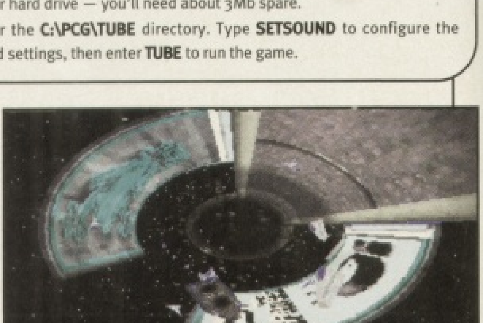
Stick PC GAMES Disk 1 in your floppy drive. Log onto the drive by typing **A:** (or maybe **B:**) and enter **PCG** to load the floppy menu. Select TUBE from the menu (this won't be hard, as it's the only thing on the list!) and the game will now unpack to your hard drive — you'll need about 3Mb spare.

Now enter the **C:\PCG\TUBE** directory. Type **SETSOUND** to configure the game's sound settings, then enter **TUBE** to run the game.



### Hints & Tips

- The shielded power-ups can take quite a few hits, so it's best to ignore them on the first lap until you've powered up your weapons — otherwise you'll only end up crashing into them while firing like mad.
- Remember that you can still steer left and right while flying through mid-air!
- Wait until there are loads of aliens on-screen before you sacrifice a smart bomb.



# The Big Red Adventure

## Core Design

It looks like crime is on the up-and-up in the computer world. A couple of months ago we brought you a playable demo of The Clue, and this month we've got the very latest adventure in the world of high-tech crime for you to try your hands at, namely Core Design's Big Red Adventure. Have you got what it takes to get your hands on the Russian Crown?

In the demo you play Doug Einstein, a bespectacled spanner from hell, who just happens to be trying to get his hands on one of Mother Russia's most prominent baubles. Doug is lank, with no dress sense and probably a serious acne problem. He is the kind of kid no-one liked at school, but everyone borrowed a pen from. He is also a genius with computers, which goes some way to explaining just why he is so keen to get his hands on the crown in question.

Our demo starts in his Russian hotel bedroom, where Doug has just returned from the museum where the crown is stored, his head full of bad intentions...

...so, viewers, that brings us to the end of yet another programme in this series.

### Loading The Game...

Insert PC GAMES Disk 2 in your floppy drive, and type **A:** (or maybe **B:** to log onto it. Now enter **PCG** to install the game (there's no menu on this disk) onto your hard drive. Now log onto your hard disk, and go into into the directory where the demo unpacked (during the installation, you'll be asked where you want to put the game, but the default is **C:\COVER**). Now enter **OM** to run the demo.

### How To Play

The game is played with the mouse, with the left mouse button used to select areas on the screen for Doug to walk to and interact with, while holding down the right mouse button makes the icon menu appear. This menu shows both the four game icons and your inventory, so it can be a little daunting at first.

The first four icons from left to right in the top row of the grid are your control icons, and are:

**Open/Close**

Select this with the left mouse button while the right mouse button is held down, and then click on the on-screen object you wish to open. Repeat the process to close it again. What could be easier?

**Pick Up/Drop**

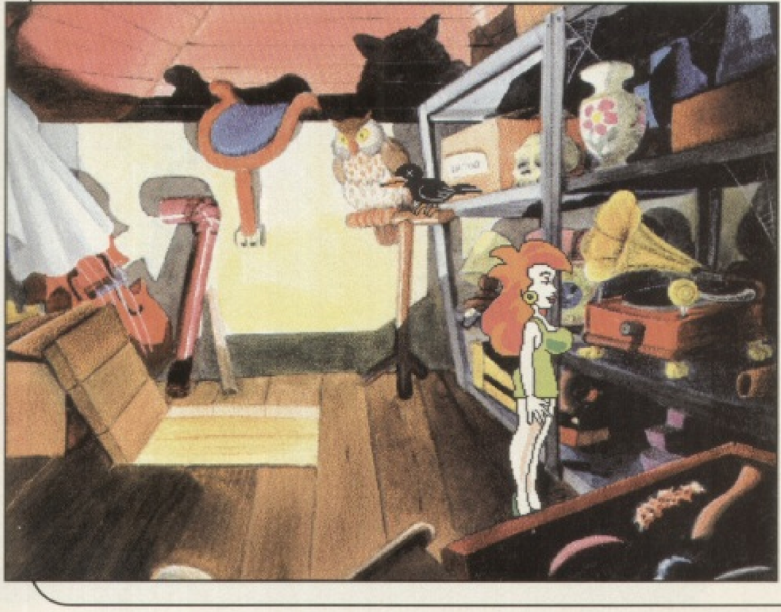
You'll need to use this one a lot in the demo. Again, select it with the right mouse button (the mouse pointer will change to show you that you have selected it), and then highlight the object you want.

**Examine**

If you want more information on an object other than 'It's a suitcase', then highlight this option and then click on the object you want to know more about.

**Talk**

Throughout the game you are going to meet people you will want to talk to. Sometimes you will need to prompt them into conversation, and this is the icon to do it.



### Hints & Tips

- At the very start of the game, the only thing you have is an envelope. Select this and then move the mouse pointer over Doug, and you'll be given the option of opening the envelope. Inside you'll find a lot of useful info.
- Collect just about everything that you possibly can — you never know what you'll need later.
- Examine everything, as many of the objects have hidden properties, such as the tape recorder in the suitcase (hint, hint).
- When in doubt, scan the mouse around the screen — all objects of interest will be named as your pointer moves over them.

## ALERT! ALERT!

### *My disk is faulty!*

Due to the massive number of disks duplicated, the odd one might be a touch faulty. If you're unlucky enough to get one of these, don't despair because help is at hand. Whatever you do DON'T SEND THEM TO US! Simply send them off to the following address with an SAE for 28p:

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**Diskxpress,**
**Unit 7, Willow Court,**
**Bourton Industrial Park,**
**Bourton-on-the-water,**
**Gloucestershire GL54 2HQ.**

If you think you can solve your problems over the phone, try calling the disk helpline on **(0451) 810788**. The helpline is open between 3pm and 5pm on weekdays.

### *Making A Boot Disk*

If you're having problems running any of this month's floppy games try making a boot disk. Take a freshly formatted floppy disk, slap it into the disk drive (I'll assume it's drive A for the moment) and type: **SYS A:**. The system files will be transferred and within seconds you'll have a boot disk on your hands.

All you then need to do is leave the floppy in the disk drive, reset your PC and finally try loading the game again. Don't take the disk out of the machine as it boots up because you want the PC to read the information from the floppy rather than the hard disk.

### *What the... HELP!*

Tube and The Big Red Adventure both require 4Mb of Expanded (EMS) memory to run and both of them require at least 580K of free base memory. If you have this, not Extended memory (XMS), they shouldn't cause you any problems whatsoever.

- These demos do not work under Windows and may not be compatible with Doublespace, QEMM 386 or Stacker disk compression software. Ignore at your peril!

### *The Fine Print Bit...*

The PC GAMES coverdisks are rigorously checked for viruses, but coverdisks are used at the reader's own risk. PC GAMES can accept no responsibility for damage to either data or hardware caused by using the coverdisks.

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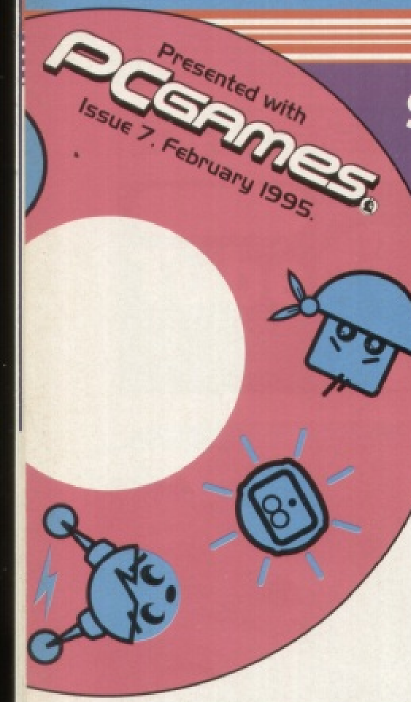
# DISKS!

**The New Year is upon us, and there's a brighter future than ever for PC gamers — as this month's superb CoverCD shows you. Thrill to Wing Commander 3, gasp at Tube and go mad to Superfrog, amongst many others.**



## SYSTEM REQUIREMENTS

**Most of these demos will run quite happily on a 386 PC (minimum), with VGA, 4Mb of RAM, DOS 5.0 or greater and a mouse.**

**However, some of the demos require extra stuff, namely:**

- **Tube requires a 486 PC minimum.**
- **The Big Red Adventure requires SVGA.**
- **Wing Commander 3 will only run on a 33MHz 486 DX2 or better, fitted with 8Mb of RAM, a double-speed CD-ROM drive and a joystick.**
- **Behind The Screens and Lode Runner require SVGA and Windows 3.1.**
- **Renegade: Battle For Jacob's Star will only run on a 33MHz 486 DX2 or better, with SVGA and a joystick.**

## Behind The Screens: The Making Of Wing Commander 3

### Electronic Arts

When it comes to the future of CD games, EA have a lot to shout about at the moment with the release of the long-awaited Wing Commander 3. After months of coding and even longer months of filming, recording and editing, the game is a true interactive movie. "But how did they do it?" you might ask. "How did they manage to create such realistic footage? Develop such gripping storylines? Get Mark Hamill to look so old?"

The answers to all these questions — and many, many more — can be found in our exclusive presentation 'The Making Of Wing Commander 3'. Held within this mammoth 440Mb show is all the information you could possibly want on know anout how to put together your own interactive space opera, along with bloopers from the film, interviews with cast, crew and programmers, plus much, much more.

### Loading The Game...

The presentation runs under Windows, so boot it up, and then go to the RUN option from the FILE menu. Select your CD-ROM drive, and then click on the **BEHIND.EXE** file in the main CD directory. Now just sit back and watch!

One word of warning This presentation needs Video For Windows to run. If you haven't got it, don't worry — just go into the **MSCOLOR** directory on the CD and RUN **SETUP.EXE** to install it onto your PC.

### How To Play

Do you really need instructions on how to run this demo? All you need to do is click on the window that contains the things you want to watch, and then click with the left mouse button to run the video. You can return to the main menu at any point by clicking on the 'M' button in the top right of the screen, right next to the 'Q' button that allows you to quit from the show.

### That Menu In Full

**1 Meet Product Development**

This is where you get to find out who is behind the game, the people who designed it, the people who coded it, and even the people who looked at it during development.

**2 Virtual Sets**

Want to see where a Vactor hangs out? Here's a broad selection of the locations and areas in the game where your character gets to meet the stars.

**3 Meet The Cast**

Speaking of stars, here's your chance to meet the characters themselves, as they discuss their roles in the game, plus their views on the future of Virtual actors. Just double click on the questions and you'll see and hear their replies!

**4 Making of WC3 Video**

If you want a more passive experience of Wing Commander 3, this video shows you exactly how the game was made, from conception to completion.

**5 Origin Catalog**

A chance to peruse the current list of Origin releases worldwide.

**6 From The Cutting Room Floor**

Bloopers and outtakes from the game, brought to you in digital video format. Step back Denis Nordon!

**7 Production Scrapbook**

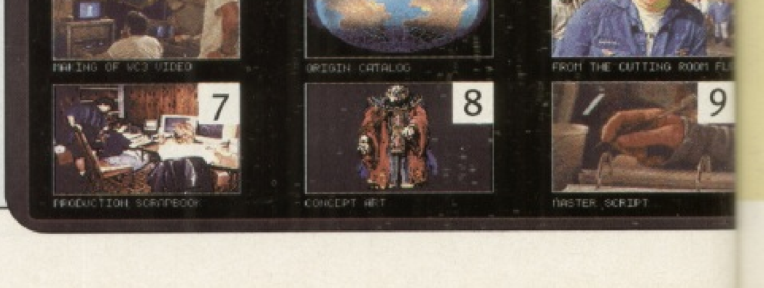
A selection of photographs taken during production of the game.

**8 Concept Art**

With a game that looks as good as Wing 3, a lot of time and planning went into the visuals for the game, as this line art shows.

**9 Master Script**

Finally, the complete script to the game, just to give you some idea of the size.



## Tube

### Bullfrog

This is the same game as on floppy, and you'll find full instructions for it on page 6. To run it, however, log onto your CD-ROM, and type **PCG** to bring up the CoverCD menu. Highlight Tube with the cursor keys, and press Return to start.

Tube will run direct from the CD so long as you have a Sound Blaster or 100%-compatible soundcard set to Port 220, IRQ 7, DMA 1. If not, you'll have to move the game onto your hard drive. To do this, first make a **C:\TUBE** directory on your hard drive, and then enter the following at the DOS prompt:

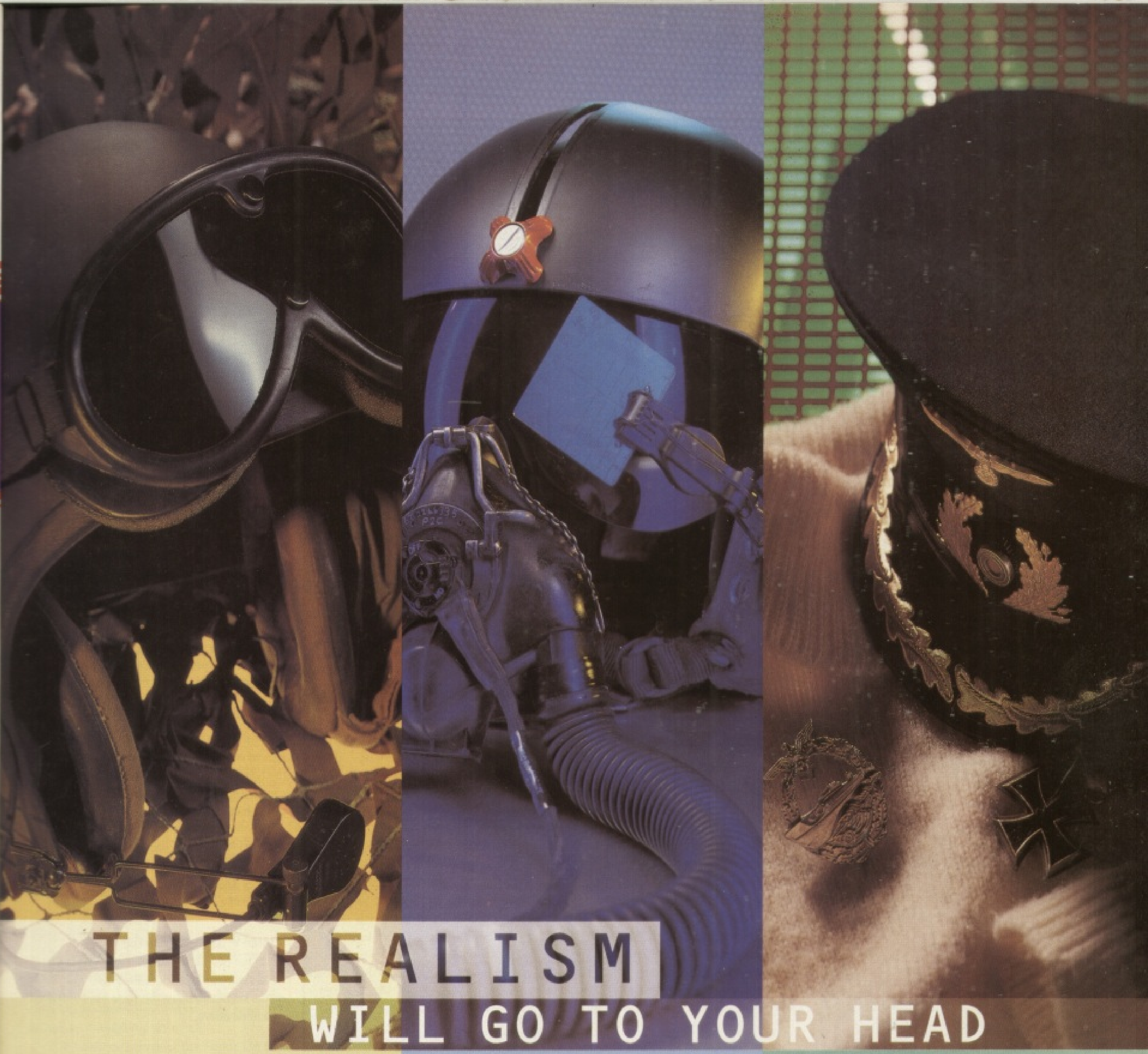
```
XCOPY D:\TUBE\*.* C:\TUBE /S /V
```

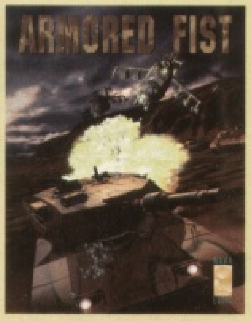
Now log onto the **C:\TUBE** directory and enter **SETSOUND** to alter the sound settings, then **TUBE** to run the game.

## The Big Red Adventure

### Core Design

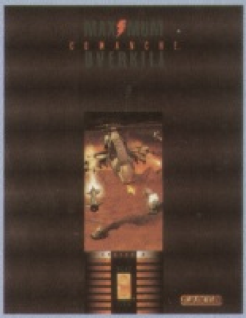
This is the same game as on floppy, and you'll find full instructions for it on page 7. To run it, however, log onto your CD-ROM, and type **PCG** to bring up the CoverCD menu. Highlight Big Red Adventure with the cursor keys, and then press Return to run the game.





ARMORED FIST™
A realistic tank sim where American and Russian next-generation tanks do some state-of-the-art damage. Lead your platoon over no man's land and brace yourself as the advance weapons system locks onto your prey and delivers an earpounding blast.

PC CD-ROM



COMANCHE™ MAXIMUM OVERKILL™
A flight simulation that's as near to sitting in the seat of the world's most technologically advanced flying machine as you can go without a top priority pass and permission from the President.

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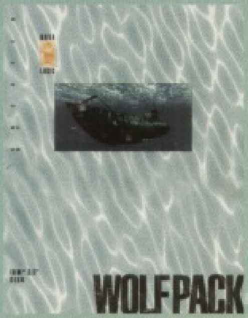

WOLFPACK™
An accurate portrayal of World War II submarine vs destroyer warfare where you are transported into the dangerous, icy depths of the North Atlantic. Hailed as a genre buster, prepare for the complete gameplaying experience.

PC, PC CD-ROM, Mac CD-ROM, Mac

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# Wing Commander 3

## Electronic Arts

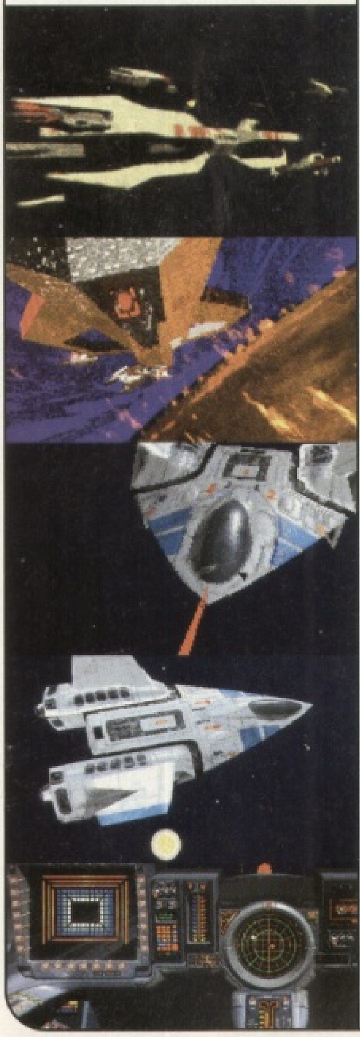
So, you've watched the interactive presentation, and you're all hyped up and ready to rush out and buy the game. But just wait one moment, as you will also find a completely playable demo of the game on this disc! What we have is a completely playable mission from the game, plus a video trailer to show you some of the fantastic intro sequence!

### Loading The Game...

To load the game, log onto your CD-ROM and enter **PCG** to load and run the CoverCD Menu. Now just select Wing Commander 3 with the cursor keys and press Return to load and run the game.

### How To Play

Once you've finished viewing the trailer, hit ESCape to get into combat. The game is controlled with keyboard or joystick and, as it's a fully-featured space flight combat simulator, it requires a hefty number of controls. Here they are, for your perusal:



### Camera Controls

| | |
|---|---|
| F1 | Cockpit view |
| F1 | Toggle HUD view when in cockpit view |
| F2 | Left view |
| F3 | Right view |
| F4 | Rear view |
| CTRL-F4 | Rear view in MFD |
| F5 | Chase camera |
| F6 | Object view camera |
| N | Navigation map |
| [ | Zoom in (Object view and Navigation map) |
| ] | Zoom out (Object view and Navigation map) |
| Left arrow | Pan Left (Object view and Navigation map) |
| Right arrow | Pan Right (Object view and Navigation map) |
| Up arrow | Tilt Up (Object view and Navigation map) |
| Down arrow | Tilt Down (Object view and Navigation map) |

### Navigation Map Controls

| | |
|---|---|
| S | Toggle stars |
| G | Toggle grid |
| C | Centre on player |
| N | Select next waypoint |
| P | Select previous waypoint |
| T | Cycle through targets on-screen. |

### Speed Controls

| | |
|---|---|
| - | Decrement throttle 5% |
| + | Increment throttle 5% |
| Backspace | Set throttle to 0% |
| \ | Set throttle to maximum |
| TAB | Afterburners (while held down) |

### Weapon Controls

| | |
|---|---|
| G | Select next gun mode |
| M | Select next missile mode |
| CTRL-S | Engage smart targetting |
| T | Select next target |
| Y | Select closest target and match speed |
| L | Engage Auto-Lock mode |
| Enter | Fire missile |
| Space | Fire gun |

### Cockpit Controls

| | |
|---|---|
| A | Autopilot |
| W | Bring up weapon display |
| S | Bring up shield display |
| D | Bring up damage display |
| CTRL-E | Eject |
| G | Select next gun type |
| M | Select Missile mode |
| [ | Missile mode: Select next missile |
| ] | Missile Mode: Activate missile |

### Miscellaneous Controls

| | |
|---|---|
| ALT-X | Exit the demo |
| ALT-F | Display frame rate |
| ALF-2 | VGA mode |
| ALT-4 | SVGA mode |
| ALT-L | Switch mode for fastest frame rate |
| ALT-P | Pause spaceflight |
| CTRL-X | Alternate flight control mode |
| ALT-M | Activate keyboard controls |
| ALT-J | Activate joystick controls |
| CTRL-Left arrow | Make demo darker |
| CTRL-Right arrow | Make demo brighter |

### Joystick Controls

| | |
|---|---|
| Back | Pitch up |
| Forward | Pitch down |
| Left | Yaw left |
| Right | Yaw right |
| Button 0 | Fire gun |
| Button 1 & Forward | Increase throttle |
| Button 1 & Back | Decrease throttle |
| Button 1 & Left | Roll left |
| Button 1 & Right | Roll Right |
| Double-click Button 1 & Hold | Afterburner |
| Button 1 & Button 0 | Fire missile |

### Keyboard Controls

| | |
|---|---|
| Up arrow | Pitch up |
| Down arrow | Pitch down |
| Left arrow | Yaw Left |
| Right arrow | Yaw Right |
| > | Roll left |
| < | Roll Right |
| Shift & above keys | Doubles rate |

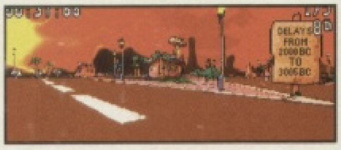
At the start of the demo, your ship is floating in empty space, giving you a chance to look at the craft and get used to the controls. When you're ready to fight, hit the 'A' key to travel to the battlezone, where you'll encounter a swarm of Kilrathi fighters. Can you defeat them all?

# BC Racers

## Core Design

So, Super Nintendo owners think they have the monopoly on superb two-player racing games do they? Not so, say we, as we bring you a completely playable track from Core Design's excellent BC Racers.

00:31:91
00:29:33



### Loading The Game...

Log onto your CD-ROM, which is typically D:, and type **PCG** to load and run the CoverCD menu. Now use the cursor keys to highlight BC Racers and hit Return to load and run the game. On the main menu, use F1 and F2 to select single player and two-player games respectively.

### How To Play

The game is an exciting five-lap race around a prehistoric town, where your aim is to come first in a group of eight. The game is controlled with the keyboard, and the controls are as follows:

### One-Player Game

| | |
|---|---|
| Q | **Accelerate** |
| A | **Brake** |
| > | **Steer right** |
| < | **Steer left** |

### Two-Player Game

In the two-player game, Player One is controlled with the joystick, while Player Two is on the keyboard, using the same keys that are described above.

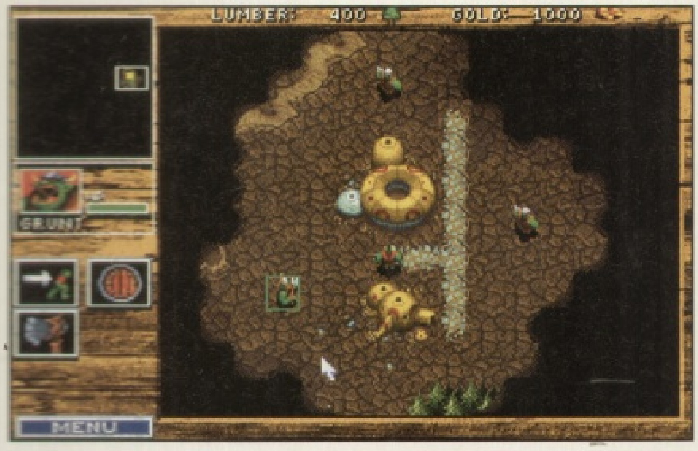
### Hints & Tips

- Don't keep your finger on the gas, as you won't be able to make it around most corners — learn to use braking to your advantage.
- Barge the opposition as often as possible — this can help you get a decent lead.
- There are shortcuts through the track, so look for the signs at the side of the road.

# WarCraft: Orcs & Humans

## Interplay

As you can probably tell from the title, Warcraft: Orcs & Humans is a war simulation between two very different races. You can play either of them, and then try to obliterate the other by building up your army and then launching a full-scale attack on the opposing race — it's that easy!



### Loading The Game...

Log onto your CD-ROM and then type **PCG** to run the CoverCD menu. Select Warcraft with the cursor keys, and then press Return to load and install the program to your hard drive. Now go into the **C:\WAR** directory and enter **SETUP** to configure the sound, then **WAR** to play the demo.

### How To Play

The game uses a mouse-driven system to issue all commands and instructions. Aletrnatively, the cursor keys can be used instead, with the following hot keys in effect at all times:

| | |
|---|---|
| Shift F2-F4 | **Save map position** |
| F2-F4 | **Recall map position** |
| F5 | **Toggle mini-map** |
| F6 | **Unit screen** |
| F7 | **Economy screen** |
| F8 | **Score** |
| F10 | **Options menu** |
| F11 | **Quick load game** |
| F12 | **Quick save game** |
| Esc | **Cancel command** |

### The Basics Of WarCraft

Warcraft is composed of units and structures. The Peasant is the basic unit, and these can harvest lumber, mine gold and build/repair structures. These units need to be trained through the town hall.

The basic structure is the Farm. These produce all the food for your units, and you can't have more units than you have food available from your farms. To check how much food you have available, click on any farm and your total production is shown.

### How To Build A Structure

Select a peasant, move the arrow over the Build Basic Structure icon, and then select it. Now select the basic structure you want to build from the menu that appears, and a white box will appear on the main screen. This is used to place your new structure.

### How To Harvest/Mine

Select a peasant, and then select the Harvest/Mine option. The pointer will be replaced with a set of crosshairs, which you use to select the site you wish to harvest/mine. The peasant will do the rest.

### How To Fight

You need to train your military units before combat by building a barracks. When in combat, select the unit you wish to control, and then choose the Attack icon. The pointer will change to crosshairs, and you can then select the enemy you wish to attack.

For more information on the game, check the **README.TXT** file that is created in the **WARCRAFT** directory on your hard disk.

## Lode Runner

### Sierra

If you are new to this computing lark, you won't know that Lode Runner is an old 8-bit classic. Emulated in a thousand PD demos, this is one of the most original platform games ever released. Now, over ten years later, Sierra have updated it beyond belief, given it the 90s' touch and added a world editor, all of which you can play with in this demo.

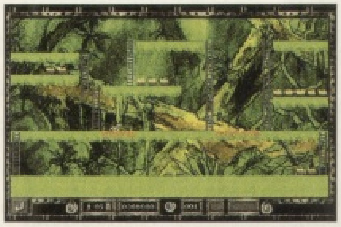
The idea behind the game is simple enough — just collect all the boxes of gold on the level, and then get through the exit that appears. You have a flamethrower which you can use to burn through the platform to get you to lower levels and trap nasties, but make sure you don't cut off your only means of escape!

### Loading The Game...

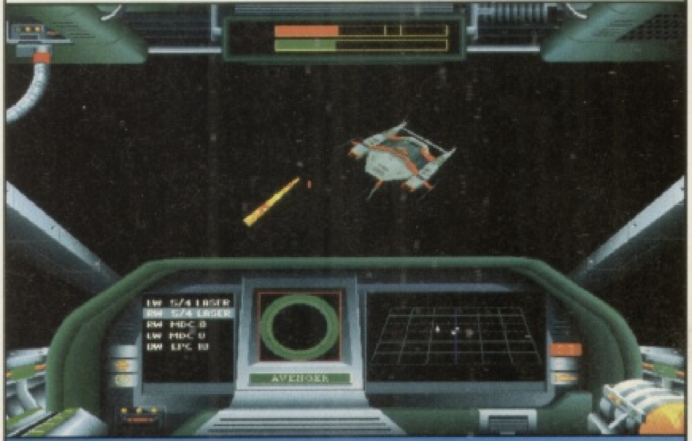
The game runs under Windows, and the first thing you'll need to do is install it, so select the RUN command from the FILE, and then select **INSTALL.EXE** from the **LODERUN** directory on the CD.

### How To Play

The game is controlled with the keyboard, and the keys can be configured from the icon menu in the game. To see what each icon does, move your mouse pointer over them, and a balloon will appear explaining their use. It's as easy as that.



NOTIFY
EXIT
BLACKHEART
PILOT PROFILE



## Renegade: Battle For Jacob's Star

### SSI

Just as Wing Commander 3 appears, we get a fully-playable demo of SSI's Renegade. Featuring SVGA graphics, get out there and blast as many aliens as possible! The game requires a joystick, and at least 600K of base memory to run, but once you've seen it, you'll be impressed!

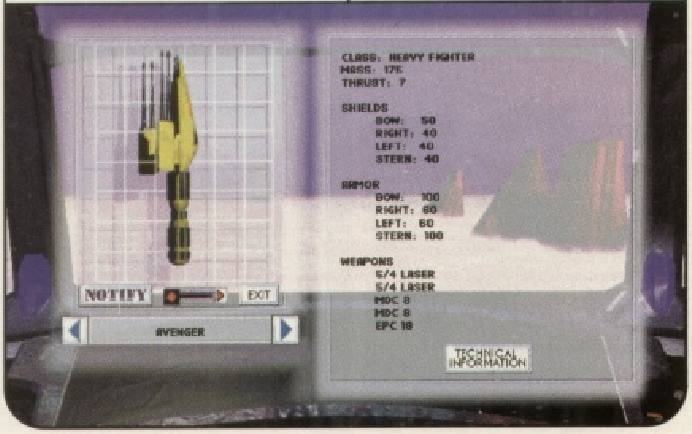
### Loading The Game...

Log onto the CD-ROM and type **PCG** to run the CoverCD menu. Now select Renegade from the menu by highlighting it with the cursor keys and pressing Return, and the game will load and run.

### How To Play

As we've stated, the game is played with joystick, but there are also numerous keyboard commands. We've listed the main ones here but, for full details, check the **README.TXT** file in the **RENEGADE** directory on the CD.

| | |
|---|---|
| F1,F2,F3,F4 | **Pilot views** |
| + | **Increase throttle** |
| - | **Decrease throttle** |
| BACKSPACE | **Set throttle to 0** |
| / | **Set throttle to match current target** |
| W | **Select weapon systems** |
| Button 1 | **Fire currently selected weapon** |
| T | **Targetting ships** |
| Y | **Target ships in reverse order** |



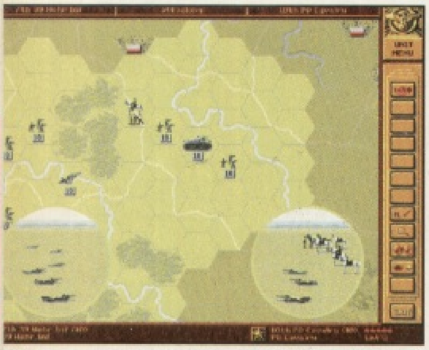
```
CLASS: HEAVY FIGHTER
MASS: 175
THRUST: 7

SHIELDS
        BOW:    50
        RIGHT:  40
        LEFT:   40
        STERN:  40

ARMOR
        BOW:    100
        RIGHT:  60
        LEFT:   60
        STERN:  100

WEAPONS
        S/4 LASER
        S/4 LASER
        MDC 8
        MDC 8
        EPC 18
```

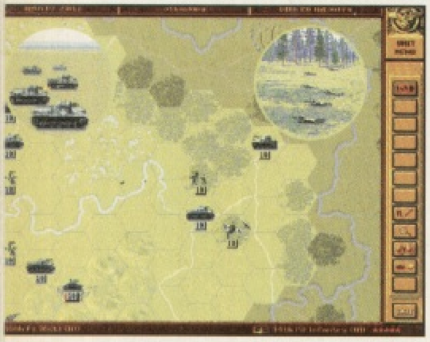
# Panzer General
### SSI

SSI have always been pretty excellent when it comes to wargames, and this is a real treat. Panzer is based around the Second World War and allows you to assume control of anything from Tiger tanks to B-17 Flying Fortresses. It's hex-based tactical wargame that is sophisticated enough to keep afficianados happy, yet simple enough to play to appeal to the masses. You have two scenarios to play in this full demo, both of which give you the aim of taking out the opposition.

## Loading The Game...

Log onto your CD-ROM, and type **PCG** to run the CoverCD menu. Now select Panzer with the cursor keys and press Return to load and run the game.





## How To Play

The game is played with the mouse, and couldn't be easier. The strip down the right of the screen contains all the icons you need to play the game, and the text window at the top of the screen shows you what each icon does as you pass the mouse over it. Once you have selected your scenario, then all you need to do is win!

Click on a unit with the left mouse button to highlight it, and an area of hexagons will light up. These are the areas your unit can move to, so click on any of them to move. If you move your mouse pointer over one of the enemy units, and it is in range, the mouse pointer will change to a crosshair, meaning that you can attack by clicking with the mouse button one more time.

For more information, read the **README.TXT** file in the **PANZER** directory on the CD. This file also includes hints and tips on how to win each scenario.

# Superfrog
### Team 17

Widely regarded as one of the best Amiga platform games ever created, Superfrog is a hero with a difference. And, as you can probably tell, it's that he's a frog, which means that his superpowers are limited to his ability to, well, jump very high.

This is a complete level from the finished game, and all you need to do is get from one end of the level to the other, collecting enough coins to open the gateway at the end. The number you need to collect is marked in the bottom-right corner of the screen, and the rest is down to you.

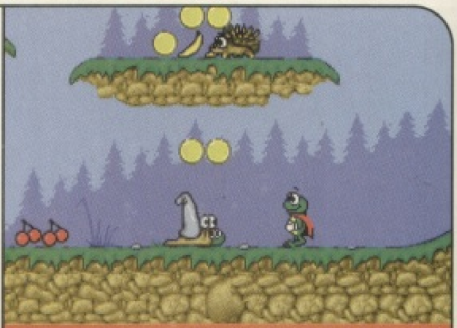
## Loading The Game...

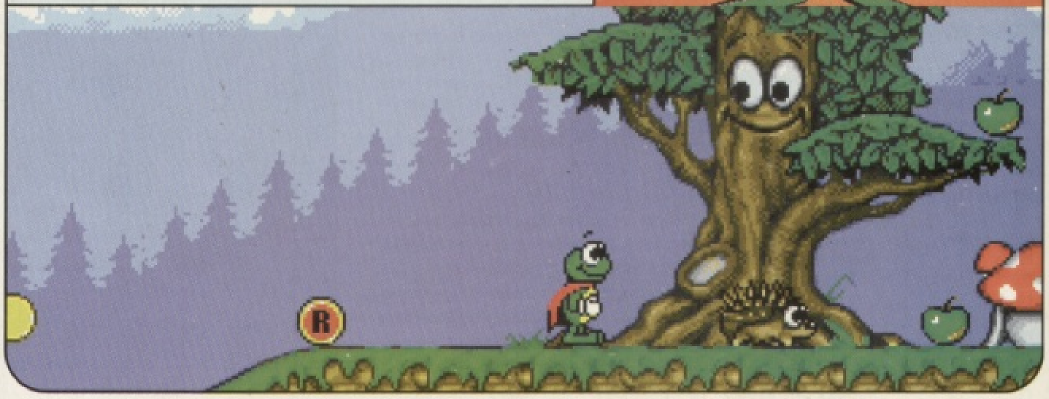
Log onto your CD-ROM, and type **PCG** to run the CoverCD menu. Select Superfrog with the cursor keys, and then press Return to load and run the demo. Have fun!

## How To Play

The game is controlled with joystick or keyboard, using the keys below:

| | |
|---|---|
| **Left Arrow** | **Run left** |
| **Right Arrow** | **Run right** |
| **Alt** | **Jump** |
| **CTRL** | **Use Spud (a little green alien) if collected to attack aliens.** |





# TOTAL CARNAGE
### ICE

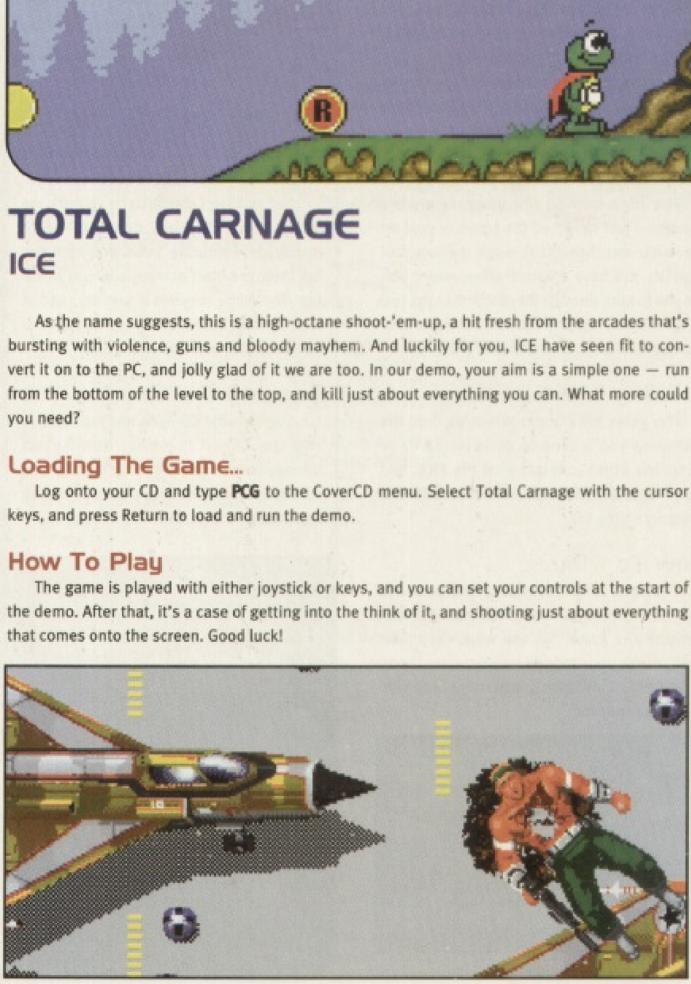
As the name suggests, this is a high-octane shoot-'em-up, a hit fresh from the arcades that's bursting with violence, guns and bloody mayhem. And luckily for you, ICE have seen fit to convert it on to the PC, and jolly glad of it we are too. In our demo, your aim is a simple one — run from the bottom of the level to the top, and kill just about everything you can. What more could you need?

## Loading The Game...

Log onto your CD and type **PCG** to the CoverCD menu. Select Total Carnage with the cursor keys, and press Return to load and run the demo.

## How To Play

The game is played with either joystick or keys, and you can set your controls at the start of the demo. After that, it's a case of getting into the think of it, and shooting just about everything that comes onto the screen. Good luck!



# KICK OFF 3 — EUROPEAN CHALLENGE
### Anco

Everyone's favourite soccer game returns to the PC, and here's a fully-playable demo for you to sample. In this slice from the game, you can experience the first half of a match that should show you just how versatile Anco's players are. To play the demo, you'll need 550K base memory and 3 Megabytes of extended memory, as well as a joystick plugged into port 1, so make sure you've got everything!

## Loading The Game...

Log onto your CD and type **PCG** to run the CoverCD menu. Now just select Kick Off 3 with the cursor keys and press Return to load and run the demo.

## How To Play

It's Kick Off! Use your joystick to move the currently highlighted player around, and use combinations of a fire button and a joystick direction to select moves. There are a hell of a lot of them — far too many to detail here — so just experiment!

# STARDUST

## *Super Edition*

Get
Sucked
In!

Stardust Super Edition is now available for the PC, and boy - was it worth the wait!

***"One hell of a game" Games Master***

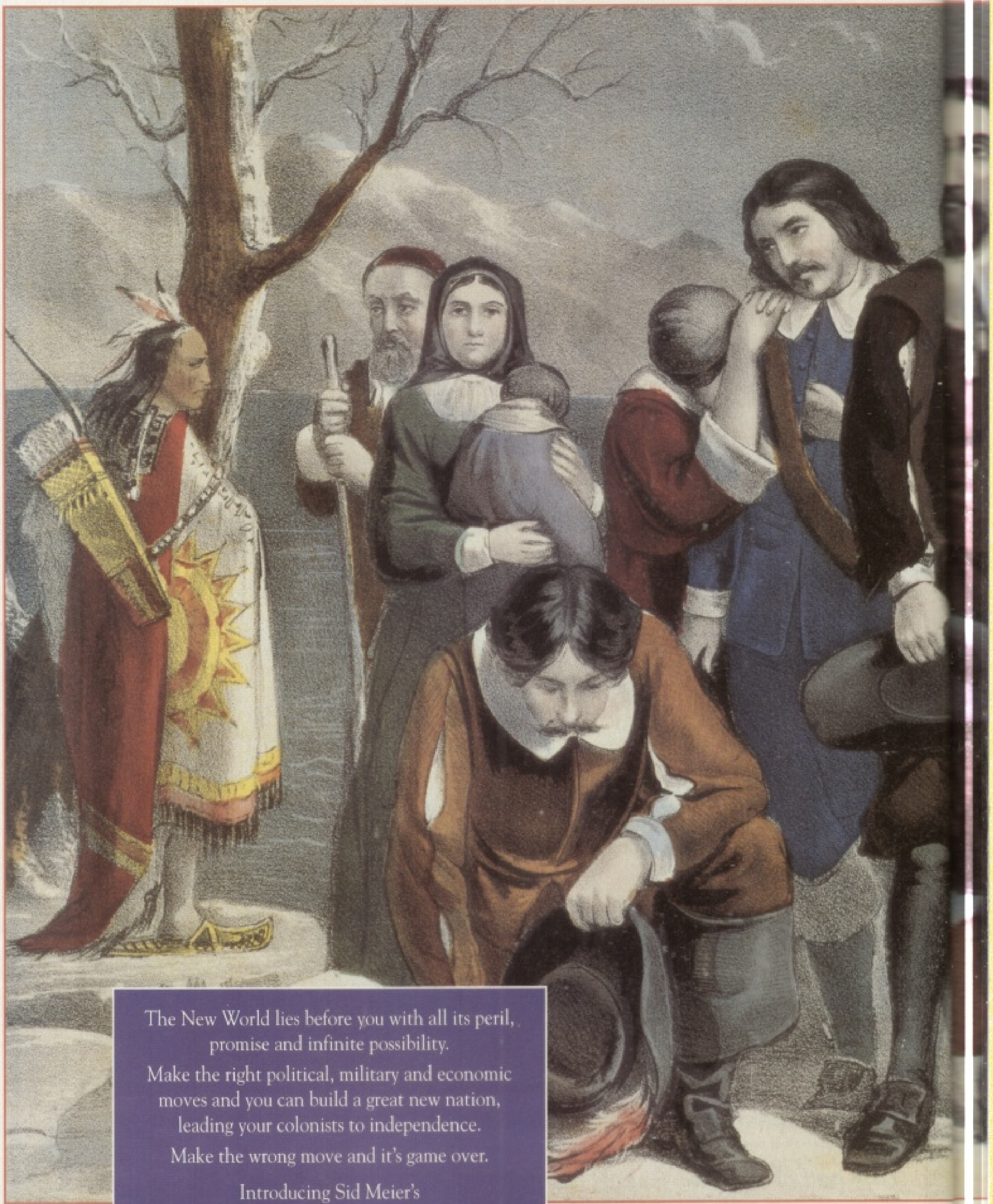
***The tunnels are mind blowing...its a fierce game" C&VG***

Universally acclaimed as the all time classic shoot-em-up, Stardust is a shamelessly brilliant interpretation of the original Asteroids game. Featuring 4 amazing 3D warp tunnels and sheer white-nuckle, joystick gripping action, this is the shoot-em-up PC gamers have long deserved.

***Let your enthusiasm be born again!***

**Out Feb 7th**
**RRP £24.99**

# BE THERE AT THE



The Landing of the Pilgrims at Plymouth, Mass. Dec 22nd 1960, Currier and Ives, 1876; Museum of the City of New York, The Harry T Peters Collection.

The New World lies before you with all its peril, promise and infinite possibility.

Make the right political, military and economic moves and you can build a great new nation, leading your colonists to independence.

Make the wrong move and it's game over.

Introducing Sid Meier's

## COLONIZATION™

THE TRADITION OF CIVILIZATION CONTINUES

# BIRTH OF A NATION

Sid Meier's
COLONIZATION
Create A New Nation
MICROPROSE

FOR IBM PC COMPATIBLES

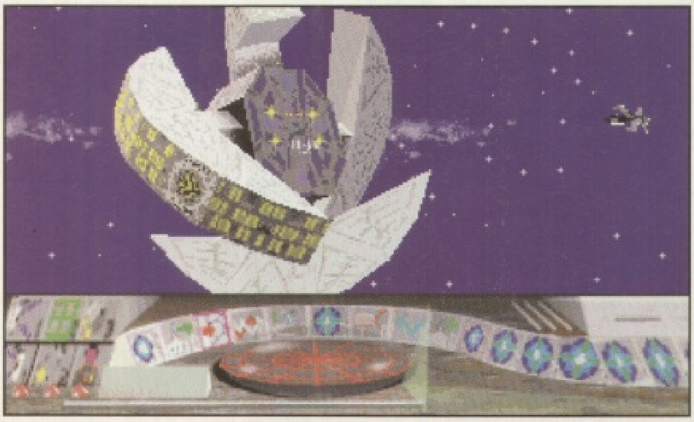
# news

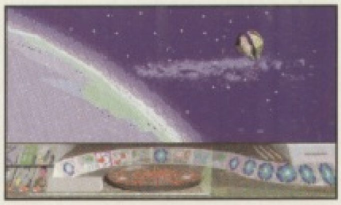
## *First Encounters* Of The Braben Kind

While there's no doubting that the original Frontier: Elite 2 was an absolutely fabbo game, there were some who felt that it didn't exactly push the PC to its processing limits. But the game's forthcoming sequel, entitled First Encounters, looks like being a totally different bucket of worms altogether. The game's whole code has been completely re-written specifically to make best use of the PC's advanced 32-bit technology, and includes a host of new features that are likely to turn the average PC owner an embarassing shade of lilac with excitement.

It's in the graphics department that the game promises to excel. Planets are no longer dull-looking, featureless spheroids, but are beautifully rendered globes complete with snow-capped mountain ranges, towering escarpments, and spectacular alien cityscapes. The various spaceships pottering around the galaxy have been rendered to a greater degree than ever before, and make full use of the colours available.

One of the problems with the original game was the combat mode, which on occasions was immensely tedious. The sequel's has been redesigned, making it slightly less realistic but much more satisfying. Players are likely to come across multi-ship battles where the hero is vastly outnumbered.





New technoligical devices make an appearance in the game, but come at a cost, obviously. These include transmission jammers and navigation aids, as well as faster warp drives. Sleeker spaceships can be purchased from various docking stations — many of which will be animated — while some will be essential to complete certain missions.

Perhaps the most interesting new development in Frontier's universe is the appearance of journals, which are distributed throughout the galaxy and can be bought for a number of credits. Acting much like our very own tabloid, these detail any exciting events unfolding throughout the galaxy, and may even feature the First Encounter player if he affects events in a very significant way.

First Encounters will appear on both floppy and CD, with both versions playing in very much the same vein. However, owners of a CD-ROM drive will be treated to special video clips through which the other non-player characters will communicate. With the core of the game now finished, it seems certain that the gap between these two Elite-style games will be very much smaller than before. We hope.

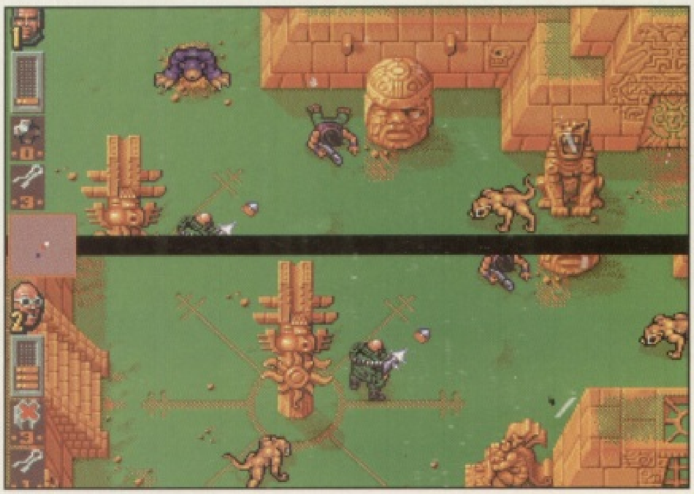
To be on the safe side, look out for a full review somewhere between next issue and 1999.

## **The Lords Of** Chaos

The Bitmaps Brothers have recently announced The Chaos Engine 2 for the Amiga, PC GAMES can exclusively reveal. The follow-up to the best thinking man's shoot-'em-up on the PC will appear on the Amiga in the middle of next year.

Apparently, this version plays entirely differently to its predecessor. The original Chaos Engine was a Gauntlet-style affair where both players aided each other as they battled monsters and solved puzzles, but the sequel, it seems, plays more like an updated Spy vs Spy, where players trundle around top-viewed levels, laying traps for each other. Spy vs Spy was an immensely popular game, and if Chaos Engine 2 can successfully emulate this style of gameplay then we're in for a treat.

While a PC version hasn't been confirmed, The Bitmap Brothers would be crazy not to convert it, which is why we're bringing you this exclusive screenshot before anyone else. Look out for more news when a PC version is confirmed.



# LucasArts *For Sale*

**U** S Gold has gone compilation crazy! Not content with releasing both the LucasArts and Delphine packs this month (see the imaginatively-titled 'Budget Reviews' for more information), the Brummie publisher has decided to release three more compilations — and eat my auntie if they aren't the best bundles yet!

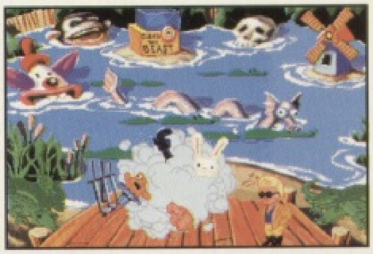
First up comes the LucasArts Double Pack (as opposed to the Classic Collection), which includes the full talkie versions of Indiana Jones And The Fate Of Atlantis and Day Of The Tentacle. Both these adventures are absolutely stunning, but these talking version add tons more atmosphere.

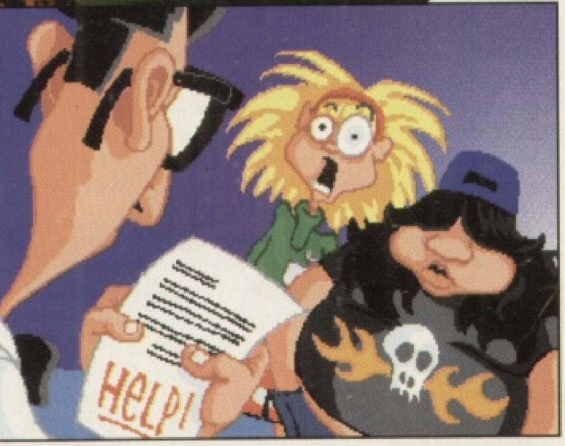
Sandwiched in the middle of the trio is the LucasArts Triple Pack featuring not one, not two, but — yes! — three LucasArts releases. That old tart Indy Jones And The Fate Of Atlantis makes another appearance, as does Day Of The Tentacle. Completing the set is Sam & Max Hit The Road (and, presumably, hurt their fists). Retailing at £59.99, this floppy pack may not have the speech of the first pack, but the inclusion of LucasArts' latest adventure more than makes up for this.

Finally, yet another LucasArts Triple Pack, but this one is positively out of this world. Including X-Wing, B-Wing and Imperial Pursuit, this floppy compilation contains the entire X-Wing space saga, and is virtually the same as the bundle released last month, save for the additional six mission created exclusively for the CD-ROM pack. Oh, and it's yours for a meagre £44.99. What a deal...

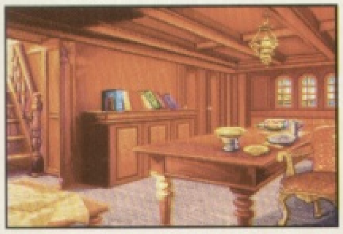
Just what has prompted US Gold to sell off all its LucasArts titles at bargain prices isn't clear, but one thing's for sure: it's blimmin' good news for us PC gamers.

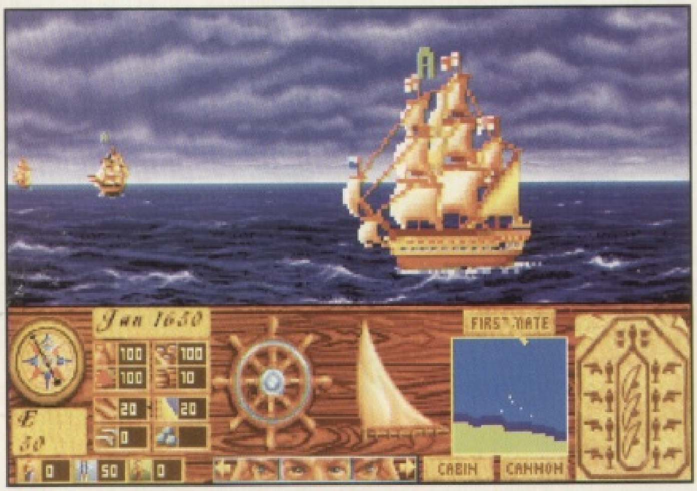
STOP!
HALL of ODDITIES
WEIRD
CREEPY





# Let's do *Pirate* Impressions!





**T**hat's easy: just wander around with a bit of black cloth draped over one eye and a walking stick sellotaped to one bent knee, while yelling out "Oo-arr, me hearties," and stuff like that. Alternatively, you could take the easier option and buy Impressions' next strategy-orientated release.

High Seas Trader, available next February, will simulate trading on the — yes! — high seas as never before. Okay, so this isn't a new thing. MicroProse has had a stab with the imaginatively-titled Pirates! and Pirates! Gold (now available on budget — see page 77), but neither went to the extent that this release will.

Perhaps the most innovative thing about it is the view. This isn't some side-on jobbie with sprites and stuff — Impressions is working on a unique first-person perspective where the action literally leaps out of the screen at you. (Whoooo! — Everybody) A variety of ships will be at your first-person disposal, from first-person cargo vessels laden with exotic goods, to first-person warships carrying a billion first-person cannons (that's enough of the first-person gags — Dave.).

The idea of the game will be to simply exist as a high seas trader by buying goods at a certain price, travelling to another port, then selling them for a mark-up. This can be achieve in whatever way you want, be it by simply sailing from port to port and picking up the odd bargain or two, or by raiding other ships and nicking their cargo. For this part of the game, a special tactical combat element is introduced, so attacking ships four times the size of yours isn't necessarily a brave thing to do.

Impressions hopes that High Seas Trader will be the most realistic nautical simulation of its kind. Indeed, in a strange statement, the strategy specialists reckon that the only things missing are rum, lashes and, erm, sodomy. One for real men only, then.

If you're looking for trouble, you've come to the right place. For I am Imp, the Devil's officially-sanctioned advocate — and I reckon...

# "The PC is in danger of becoming **Extinct!**"

Okay, that sounds like a pretty harsh thing to say. And while it shouldn't be taken word-for-word, on the games side at least it could soon be a reality.

The so-called 'next generation' consoles are just around the corner. Sega's Saturn and Sony's Playstation have recently been launched in Japan and both, it seems, have gone down particularly well. Virtua Fighters and Ridge Racer have showcased both formats and shown hungry punters what can be achieved with the new machines. And Nintendo's new console, the Ultra 64, shows every sign of continuing this trend.

This is all well and good, but why should the average PC owner be worried? Well, both Mega Drive and SNES owners have become increasingly disillusioned with the current crop of games, and are debating about which machine to upgrade to. Saturn, Playstation and Ultra 64 are all in the running — but the PC is nowhere to be seen.

The primary reason for this is that the cost of purchasing a decent PC — and we're talking a high-end 486 with CD-ROM drive *at least* here — is extremely prohibitive. After all, why spend over £1000 on a machine if all you want to do is play decent games on it, especially when laying out £300 tops will net you a fantastic 64-bit console come this Summer?

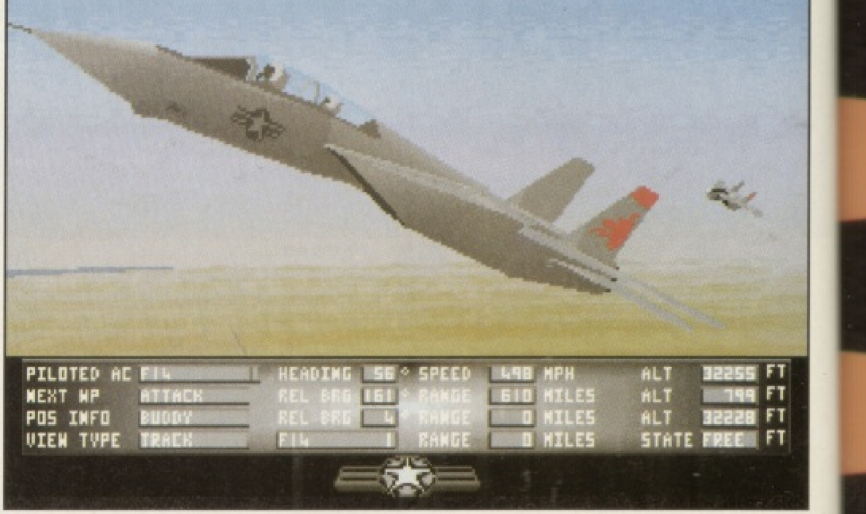
We all know that the PC is a brilliant games machine — Magic Carpet and Ecstatica are obvious examples — but with Ridge Racer, Daytona and Virtua Fighters lapping up all the media attention, it's hard to see how innovative PC games are going to compete, especially when the only machine currently capable of running such titles as well is a Pentium.

So what's the answer? Well it seems obvious to me: release a Pentium-based games console, at an affordable price. That way, businessmen and the like could still have their 'home office' with all the trimmings, but games fanatics like you and I, who don't give a toss about spreadsheets and word processing, could play the games we want to play without splashing out a fortune.

And this isn't as controversial as it may seem. If Sega, Sony and Nintendo can afford to manufacture 64-bit consoles at this price, then I don't see why it should be different for a PC-based machine. Just imagine — no more having to edit your CONFIG.SYS file, no more arsing around trying to free-up the necessary base RAM, no need to install and configure your soundcard... the list goes on. The games released for this wonder console would be full compatible with the 'proper' PCs, making it a bit of a winner all round.

Then, and only then, would we see the PC becoming the truly mass-market games machine we all know it could be.

**● What do you think of Imp's ravings? Write in and tell us at: PC GAMES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. By the way, Imp's opinions are all his own, and in no way reflect those of PC GAMES or its publishers.**

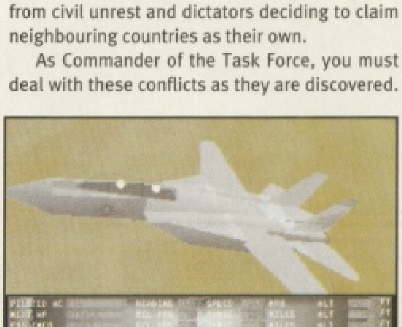


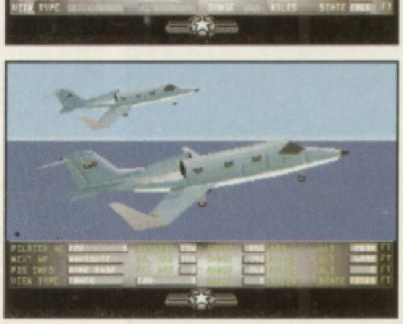
# MicroProse Go **Mad!**

MicroProse is gearing up for its busiest ever first quarter with the release of at least four PC games.

Navy Strike is a strategy game set during the present day. With the Americans and Russians now the best of mates, the major conflicts stem from civil unrest and dictators deciding to claim neighbouring countries as their own.

As Commander of the Task Force, you must deal with these conflicts as they are discovered.





Your primary responsibility is eradicating all hostilities whilst maintaining the highest level of safety for your troops. All aspects of peacekeeping are simulated, from positioning aircraft carriers, to deciding which aircraft should initiate air strikes.

Don't worry if this all sounds too much for you — there's the option to jump straight into battle if strategic planning is not your forte. And an on-line help system should coax novices through the most complicated aspects of the game, so reading the manual will be purely an option, not obligatory.

Navy Strike promises to combine real-time flight sim thrills and spills with all the depth of a strategy game, and will be released during the next month or two.

The CD version of Pacific Air Strike is shaping up nicely. It will include an additional scenario and probably the much-vaunted modem link-up when it's released next month.

Civilization CD is just that — Civilization on, er, CD-ROM. If there are any special enhancements over the original floppy release then our Man from MicroProse was keeping dead quiet about 'em.

Finally, Falcon 4, released in March, looks set to become the PC flight sim. It'll face stiff competition from Virgin's Flight Unlimited (more on which next month), but fans of the first three are set to lap it up in droves.

# *They Think It's* ***All Over...***

Hmm, we're not too sure about the ethics of this one. When Kick Off 3 was released some months back, most agreed it was a fine example of how not to do a football game. Some even thought that Anco had simply rushed the game out in time to cash-in on World Cup Fever, relying more on the series' reputation to sell it, rather than favourable reviews. But not us, obviously.

And what do we have here? Why, it's none other than Kick Off 3 — European Challenge. With any luck, this version will be the game the original should have been, with some semblance of playability and a degree of atmosphere.

Anco was kind enough to send us a demo to try out, but unfortunately we couldn't get it to work. Let's hope this isn't some indication of how the finished game will turn out, eh?

# JOIN THE SPECTRE VR™ MIND CONTROL NETWORK

Flying solo or networked with up to seven opponents, take a deep breath ... step into your cybercraft ... and hover, soar and glide in the trip of your life across a mind-shattering virtual landscape.
But there's no time for sightseeing, around every cyberhorizon is a fleet of formidable enemies ready to wage the mother of all wars. Battle slicers, cloaked robots and flying hunter-killers fight to the death in a virtual reality world where there's virtually no limit to the thrills!

**PC CD-ROM, MAC CD**

**IBM PC, MAC**

## SPECTRE VR

**There's Just No Other Way Into Cyberspace**

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# CHARTS

### Top 10 PC Games

1. **Doom 2**
VIE

2. **Dawn Patrol**
Empire

3. **Rise Of The Robots**
Mirage

4. **Transport Tycoon**
MicroProse

5. **Colonization**
MicroProse

6. **Space Simulator**
Microsoft

7. **Lords Of The Realm**
Impressions

8. **Sim City 2000**
Maxis

9. **Aces Of The Deep**
Sierra

10. **Armoured Fist**
Novalogic

### Top 5 CD-ROM Games

1. **Magic Carpet**
Electronic Arts

2. **Rise Of The Robots**
Mirage

3. **X-Wing**
VIE

4. **Dawn Patrol**
Empire

5. **FIFA Soccer**
Electronic Arts

### Top 5 PC Budget Games

1. **Dune 2**
The Hit Squad

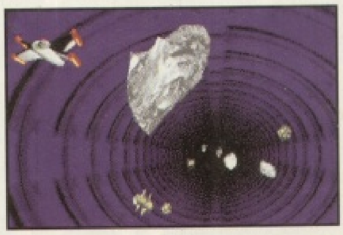
2. **Monkey Island 2**
Kixx XL

3. **Out Run**
Kixx

4. **Formula 1 Grand Prix**
PowerPlus

5. **Indiana Jones III**
Kixx

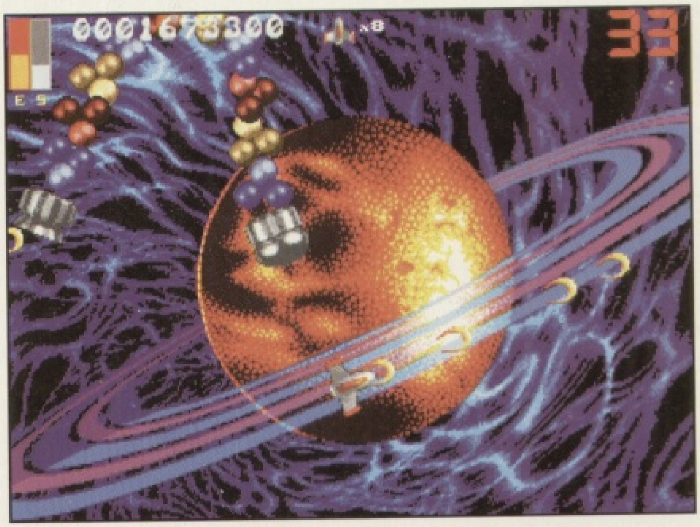
# Asteroids On Acid

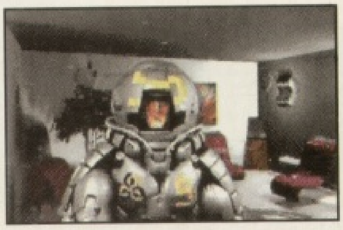


When Stardust crash-landed onto the Amiga a year ago, the journos went mad, proclaiming it the best thing since cheese Singles. Now, almost 31,536,000 seconds later, Daze has announced that a PC version of the Bloodhouse smash-hit is on its way.

So what's the fuss about. Well, Stardust is basically Asteroids for the 90s. But forget the crumbly arcade machine's wireframe graphics, this version has meaty explosions, ray-traced rocks and power-ups the like of which would have been dismissed as witchcraft a decade ago. Perhaps the most impressive part of Stardust, though, was a sub-game in which you piloted your spaceship 'into' the screen as huge, tumbling rocks moved smoothly towards you. Known affectionately to the Amiga journos as "the tunnel bit", this was the icing on top of a superbly playable cake.

Time has moved on since then, and expectations are a little higher, so how well Stardust PC fairs remains to be seen. These out-and-out arcade games have tended to be hit-and-miss affairs when converted to the PC, with many proclaiming them too 'shallow' for the format. Let's just hope Stardust PC proves to be the exception.





# Time To **Die?**

With The Journeyman Project receiving a new lease of live in the form of the Turbo edition, US Gold obviously thinks the time is right to announce the existence of its sequel to your favourite magazine, PC GAMES — as well as everyone else who received the press release.

Buried In Time kicks-off six months after The Journeyman Project, where you, once again assuming the role of Temporal Security Agent 5, awake one morning to find your future self informing you that he's been framed for altering history (with me so far?). So off you must trot, into other dimensions, sifting through time for answers before your government imprisons you.

US Gold promises that Buried In Time takes a quantum leap over the original, creating an experience that is much more involving and realistic. "We've continued to experiment with any technique that pushes the CD-ROM medium closer to being a delivery system for true interactive films," offers Michael Kripalani, President of developers Presto Systems.

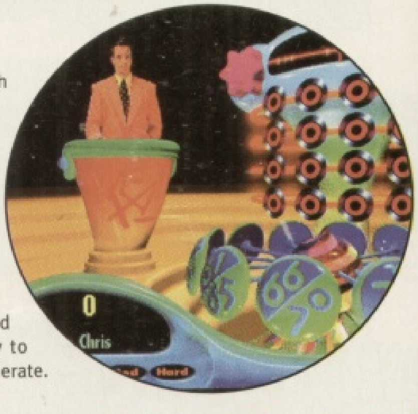
The original version of The Journeyman Project was released in 1993 and became an instant classic, selling well over 100,000 units on various formats. And if Buried In Time turns out to be everything US Gold is promising, this sequel could do even better.

# *Your Starter For Ten...*

Nostalgic PC owners will soon be able to toe-tap their way through the evenings with US Gold's forthcoming trivia game, Radio Active. Taking the popular hits from 1960 to 1985, Radio Active promises to be a musical trivia entravagaza, the likes of which have only previously been seen on Mike Reed's Pop Quiz.

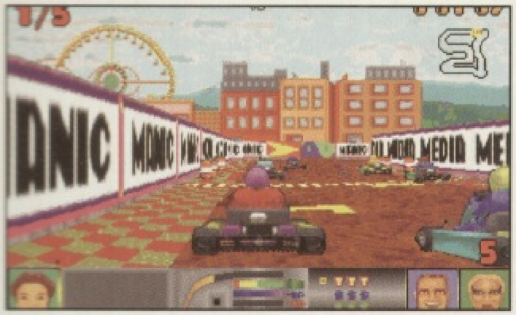
Incorporating tons of video clips, over 1000 questions and an "entertaining and witty host" (somehow we doubt that), Radio Active has several styles of play, from straightforward posers (here's one we just made up: which young starlet played tambourine for the Thompson Twins in their Live Aid set?), to video anecdotes that have to be solved (and here's another: what was the first ever pop video?). And for extra variety you'll be able to pla eithe on your own or with up to three friends.

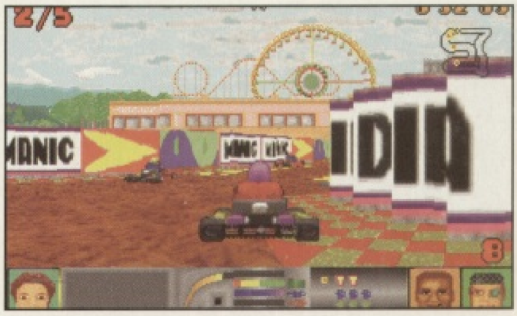
Radio Active will be released this month, and we're unlikely to review it unless we're really desperate. Sorry about that.



Miss Fit
Hook
Your Honor
Dude
Sunshine
Brains
Nanny
Rebel
Flipper
Sport
Tex
Pom Pom
Power Trip
CoverGirl
Punker
Diamonds

# Virgin Races Into Pole Position





Not content with signing up or buying just about every PC developer in the whole world ever, Virgin recently announced that it would be adding a new game to its 1995 portfolio, namely Manic Media's Superkarts.

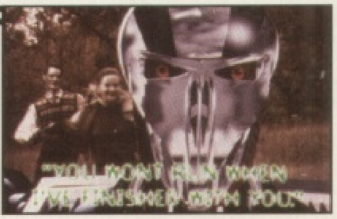
Since the game was originally unveiled at the most recent European Computer Trade Show (where it was voted 'Game Of The Show' by just about everybody), the major software publishers have been racing to sign Superkarts up. With the publishers desperately trying to out-bid each other, it seems Virgin was the one to do a Schumacher and put the rest out of the picture.

Superkarts is a 3D racing game that uses a Doom-style graphics engine to display the action — much like the immensely successful Super MarioKart. Only better, of course, because it's on the PC. (Please note: the last comment was merely an attempt at humour. Being all-round gaming animals, we don't care what format a piece of software is on, as long as it's playable. We're the most open-minded people you could wish to meet, and format snobbery is something we will never entertain. However, should someone write in and declare that the SNES is better than the PC, we'll kick them in.)

The game is a much less serious racer than the likes of NASCAR or F1 Grand Prix. Up to eight players can participate in the action (via a special modem link-up option), meaning that some serious late night sessions could be in order.

While some may have you believe that Superkarts is finished, we're assured that there are a few changes yet to be made before the game is released. Virgin expects to be publishing the game late February/early March.

# Taking The **Rise**

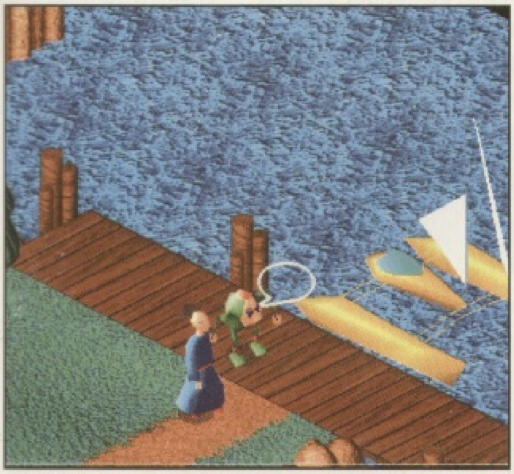


There are many things you won't see on TV's top religious show Take The High Road, including much in the way of entertainment (apart from a fat old bloke singing — but you can watch that on a Friday night after Dave U's had a few too many). However, one thing that definitely won't be gracing your screens is the all-new Rise Of The Robots commercial.

"This advertising campaign has been designed to make people sit up and take notice," says Jeff Tawney, marketing manager of the game's publisher, Time Warner Interactive. "We've combined amazing graphics from the game with really aggressive and humorous captions. If some people find it offensive, that's tough."

One person who has found it offensive, though, is God, who's believed to have lead the campaign to ban the ad from appearing during religious programmes. The four ads, running on both terrestrial and satellite channels, have also been banned from appearing during children's telly, too.

The campaign is a direct spin-off from the original Viz comic advert which featured the game's main robot (the Cyborg, in fact) with the caption: "I may have no gob, but I'll bite your [Er, 'plucking' — Dave.] head off". It's the first time that a commercial advertising a PC CD-ROM game has appeared on TV.



# *What Does* **That** *Mean?*

The Americans are a strange breed. And stupid, it would seem. Movie fans will remember the furore the title 'Licence Revoked' caused in the States, with the film's producers deciding that the Yanks wouldn't understand what it meant, and so re-titled James Bond's adventure 'Licence to Kill'.

Well, the average American's paucity of English has filtered through to the software industry, with EA's absolutely brilliant Little Big Adventure renamed 'Twinsen's Adventure' for its 'State-side' release.

This is, apparently, because the Americans would question the game's original title and take it literally. And, as such, decide that the whole thing was nonsense and not purchase the thing — a situation that EA is obviously very keen to avoid.

So what we'd like to ask is: what will be the next victim? Psygnosis' Discworld being renamed 'Globeworld'? Dark Forces being titled more obviously 'Doom With Stormtroopers In It'? We'll just have to wait and see.

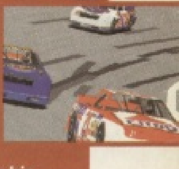
## *Team* **Talk**

**Who are the geezas who write PC GAMES? And just what or who has taken their fancy this month? All is revealed below...**

### David Upchurch

***Editor***

**"I was completely and utterly gobsmacked by Wing Commander 3. As a life-long fan of the Star Wars movies, the chance to actually *be* Luke Skywalker (well, Mark Hamill, anyway) nearly sent me over the edge with excitement. By the way, I am 28 years old. It's pathetic, really."**



### Dean Evans

***Assistant Editor***

**"NASCAR Racing was the game that really tickled my fancy this month. I was so keen to see the fabulous hi-res SVGA mode, I put sleeping tablets in Dave's Mars Bar, so that I could get a couple of hours playing it on his Pentium while he napped. It's not a nice thing to do, I know, but I was *desperate*..."**

### Alex Simmons

***Staff Writer***

**"Being the 'new boy' Staff Writer, I have to do whatever Dave and Dean tell me on pain of death or worse. As that's the case I tend to get all the real duffers for review, so I haven't actually got a top game of the month. However, the *worst* game I saw has to be Fantasy Manager. It's bloody *awful*."**

### David Kelsall

***Art Editor***

**"I like anything that's a bit out of the ordinary, so I suppose it was inevitable that I'd fancy a bit of Commander Blood. It's probably the weirdest bit of software I've ever seen. I particularly liked the funny-looking aliens — they made me laugh. Ha-ha. I really liked Wing Commander 3 too — but Dave had already chosen it and I wasn't allowed to talk about it."**

# INFO BULLETS

❍ A company by the name of Rickitt Educational Media (catchy) has launched a nationwide competition to find the youngest computer operator in the whole country. The winner at the moment is three-year-old Dawn Parris, the daughter of a Northumberland GP, who apparently uses her PC to improve her English. Isn't that sweet? All together now: *Aaaah*. The overall winner of this competition will receive £100 worth of software...

❍ The Americans' penchant for singalonga Karaoke has once again been highlighted with the news that a special Karaoke For Windows has just been released in the States. With a microphone plugged into their soundcard, the average PC owner will be able to croon away to his heart's content — making double-glazing a necessity over there. Let's just hope this isn't granted a UK release.

❍ Those with boggle eyes will be pleased to learn that Mindscape has recently released Magic Eye, a so-called 'edutainment 'package featuring loads of those stereogram things that muck up your vision. The pack enables users to create their very own stereograms, as well as discover the history of the damn things. We still think that they're the artworld's equivalent of the Emperor's new clothes.

❍ New World Computing is soon to release Multimedia Celebrity Poker. However, none of the celebs that appear in the game strike as us being household names. The first reader to write in and name the two TV shows Morgan Fairchild and Joe Piscopo appear in wins a pack of cards. And whatever we can find underneath the sweet wrappers on Dave's desk.

❍ Empire has announced the third in its Combat Classics series — and we reckon it's shaping up to be the best yet! (Steady on! — Dave.) Called — yes! — Combat Classics 3, the pack includes Gunship 2000, Campaign and Historyline. Priced £34.99, the compilation is released this month. How's that for value for money?

## CD-ROM Pack Kixx Into Action

Priced at £49.99, the CD-ROM Interactive Collection Volume One can hardly be described as budget, but comprising ten discs, it certainly is good value.

With 15 complete titles and 60 demos in all, this first Interactive Collection has something for everyone. Whilst World Cup USA '94, Winter Olympics, Links, Thunderhawk, Curse Of Enchantia, RoboCod and Out Run are the only full games included in the pack, we're sure the other eight titles will appeal to some, especially the demo entitled simply 'Madonna', which we'll be appraising on our own, late at night.

Published by Kixx, US Gold's budget label, this mega-value pack should be in the shops within the next few weeks. We'll be taking a closer look at this den of entertainment in our next issue.

## Com-manche Here... *There's More!*

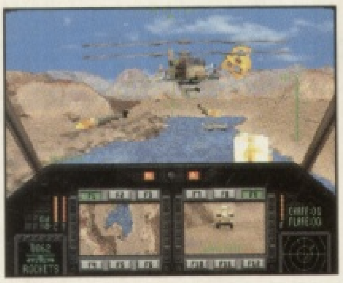
The more observant among you may have noticed that this month's News has been sponsored by our Brummy chums at US Gold. Well, it may as well be, as it seems about every other story is about that particular publisher.

And, yes, this one is no exception.

The Comanche Super Pack, priced £39.99 and released this month on floppy, is yet another compilation — but this time it has nothing to do with LucasArts or Delphine. Featuring the innovative helicopter sim developed by Novalogic and two extra mission disks, the packs offers a total of 90 missions through which to battle.

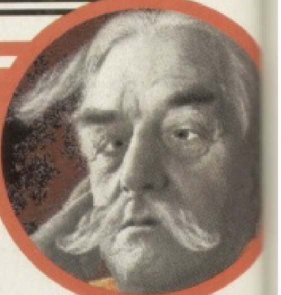
Comanche: Maximum Overkill was released almost two years ago. Its use of Voxel-Space fractal graphics made it a visually breathtaking feast, but the game itself received a mixed reception (we weren't around at the time, but our sister magazine, PC Review, awarded it six out of ten).

Whether the added incentive of the extra missions is enough to sway gamers who avoided it the first time around remains to be seen, so the more hesitant among you are advised to wait until next issue when we'll be giving the Commanche Super Pack a thorough road-test

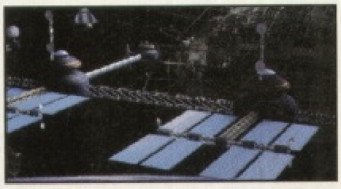


## Classic Moments In Games

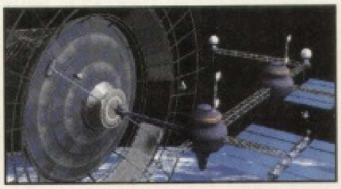
*With Sir Harvey Barrington, Games-As-Art Critic.*



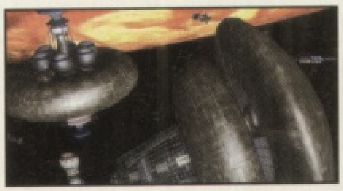
**Before we begin, I would like to apologise for my absence from last month's issue — I was on holiday in Italy, you see. But now I'm back, batteries recharged and fit as a fiddle, ready to look at some more Classic Moments. And what better game to start off with than Sierra's Outpost, nominated by Chris Naughton from Liverpool...**



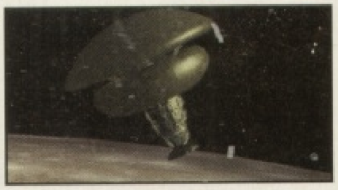
**Astronomers have detected a vast asteroid on a collision path with Earh. Should it strike our planet, the resulting explosion will wipe out mankind...**



**...While one group of scientists prepares a nuclear missile to fire at the asteroid, in the hope that it will somehow divert the planetoid from its deadly path...**



**...Another ready a giant starship, capable of holding 200 colonists. Should the missile prove unsuccessful in its task, this will be mankind's last hope of survival...**



**...Tragically, the missile *does* fail. The starship is thus launched on an epic voyage to an alien planet, in the hope that the colonists will be able to start again...**

● If you have a Classic Moment you'd like Sir Harv to recall for your pleasure, then write in to us as the usual PC GAMES address. There's a prize for those people whose suggestions we use!

# Limited Edition Classic Collections

CLASSIC Collection
FLASHBACK
Adventure
Delphine
CLASSIC Collection
MONKEY ISLAND
INDY
LOOM
Adventure
CLASSIC Collection
LINKS
Sport
ACCESS
CLASSIC Collection
JETFIGHTER II
Flight

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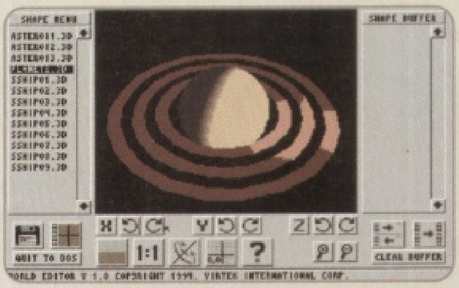
# Easy 3D

**Klik & Play is all very nice, but it won't let you create a 3D racing game or a flight sim. But with Virtek's new 3D-Ware system, apparently you can do just that. Intrigued, Dean Evans nipped up to Manchester to take a look...**

Using the World Editor is a piece of cake. The manual is thick and informative and to help you get started, 3D-Ware comes complete with two preset worlds and several libraries of predefined 3D shapes. To create a world, you call up the editor, select an appropriate colour pallete (i.e dawn, daylight, er, brown for desert worlds, etc) and then, using the mouse, you select your shapes and plonk them down in the world using an overhead map view. At any point you can click on the view icon so you can see what your creation looks like in 3D. In the example below, I've placed three aircraft carriers in a seaworld...



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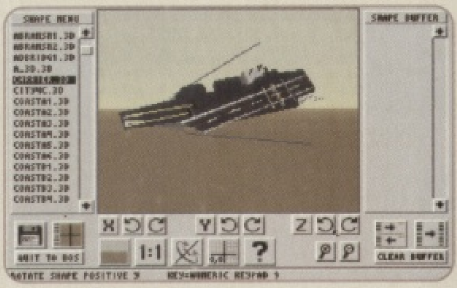


ROTATE SHAPE POSITIVE Y KEY=NUMERIC KEYPAD 9

**I don't know about you, but I've always wanted to write my own game. In an ideal world, it would be something like X-Wing, but with a bigger strategy section, a Doom-style combat bit, digitised speech and lots of frantic deep-space combat between huge starcruisers. In reality, however, I guess that I'd have to settle for something like Space Invaders or, if I was slightly more ambitious, Galaxians.**

But sadly, my knowledge of programming ranks up there with my grasp of Quantum Mechanics, and the last program I wrote (apart from a few batch files) was in BASIC when I was 11. I remember, I nipped into my local Dixons, found an unused BBC Micro, and typed in the immortal code:

```
10      PRINT "DEAN WAS HERE"
20      GOTO 10
```

Then I pressed RETURN and repeated the process on the Commodore 64, then on the VIC 20 next to that, and so on.

Of course, if you want to create a proper game but you're a programming dumbo, there's always the Windows-based game creator Klik & Play to consider. Admittedly, it's a very nice and easy-to-use package and, best of all, you don't need to have amassed any programming knowledge to use it. But unless you're happy producing platform games and endless shoot-'em-ups, I don't think that Klik & Play is going to hold your attention for long. What you really need is a system that can help you create 3D games. Something like 3D-Ware, in fact.

## What's 3D-Ware?

3D-Ware is a new package from a Manchester-based company called Virtek, a package that allows you to produce fast, real-time 3D graphics using only a standard VGA-based PC. Basically, it's a 3D library of shapes and specialised graphics routines — a game engine, if you like — and Virtek want you to use it to create graphics for 3D games.

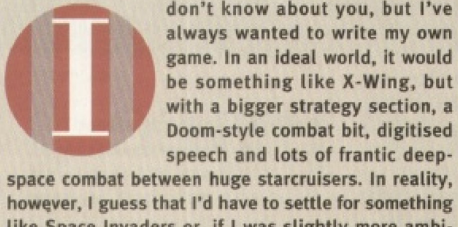
For example, with 3D-Ware you can create your very own virtual world, with polygon hills, buildings, trees, lamp posts — in fact, anything that you care to place in it. The objects in your world can then be Gouraud-shaded or texture-mapped and, finally, when you've finished playing God, you can walk around your world to see how it looks in 3D. With some knowledge of C or Pascal (or any other language), you can use the 3D utilities to develop your own flight sim, a racing game, or even a 3D space game.

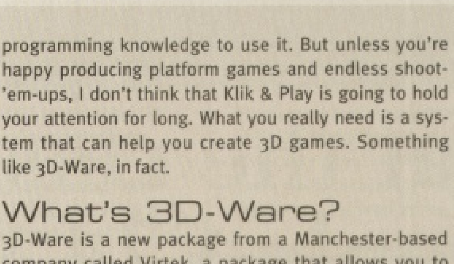
"3D-Ware consists of a number of editors," explains Phil Allsopp, Virtek's Managing Director. "There's a World Editor, a Shape Editor and a Palette Editor, as well as a library of functions and tools that help you build a 3D world. The world is built up using a variety of 3D polygon objects. Hills are made of triangles, rivers and roads can be added, houses and vehicles.. In fact, you're only limited by your imagination."

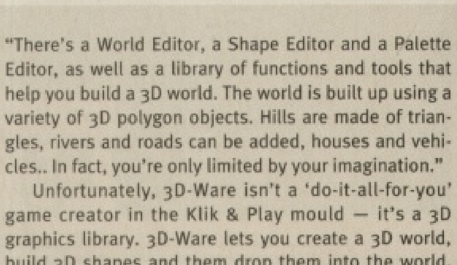
Unfortunately, 3D-Ware isn't a 'do-it-all-for-you' game creator in the Klik & Play mould — it's a 3D graphics library. 3D-Ware lets you create a 3D world, build 3D shapes and them drop them into the world. Then you can Gouraud-shade the shapes, texture-map them, move them about, define collisions and program joystick, mouse and keyboard controls, etc. It's a stunning package but, although it's very simple to use, if you want to create a game with it, it's vital that you can use a programming language.

"The whole point of 3D-Ware," continues Phil, "is that while the editors are fun to use on their own — you can create your own little world and then fly around it in 3D to see what it looks like — it's after you've built your world and constructed your shapes, that you get down to the real meat of 3D-Ware, and that's the 3D graphics library.

"The library is only about 190K, but using the system you can link your 3D worlds to code written in MODULA 2, BASIC, PASCAL, any version of C that you care to mention — in fact, any language that's a link-







able language. So if you're working in BASIC at home, but have no knowledge of 3D graphics at all, then you can take our stuff and maybe do a 3D game."

3D-Ware is a very comprehensive system and, apart from the 3D graphics engine, the package features a wealth of useful 3D functions including built-in collision detection routines, box drawing, horizon fades, mouse/joystick inputs, and support for the Forte VFX1 and the CyberMaxx VR helmets. In addition, there are also a wide range of 2D functions (for creating things like control panels, scores, etc), and the 3D-Ware sprite function is powerful enough to allow you to create a platform game with relative ease.

"What we've found," reveals Phil, "is that the sprite routines, that were originally thrown in as an extra, are actually faster than some of the sprite routines that appear in today's games. You could write a Mario-type game with our stuff pretty easily, or even something like Asteroids or Defender."

## What Can I Do With It?

Well, to be honest, as long as you're comfortable messing about with program code, the sky's the limit. Let's say you want to fly a MiG-29 across a landscape. From a coding perspective it's very simple. You just call one of the functions called InitAll, you load the shape or shapes that you want to use, you set your viewers position in 3D space, maybe place a dotgrid on the ground to augment the feeling of movement.

Then you might want to launch a missile from the aircraft and have the option to watch it home in on its target. It couldn't be easier. To aim the missile at the target aircraft you'd call the function 'dddAlign', to move the missile towards the target you'd use 'dddProjectForward' and to watch the missile as it roars towards the target, you could call 'dddLookAt'. Okay, like any language it takes a bit of getting used to, but with the powerful 3D engine, it's perfectly possible to create a game with graphics like Inferno.

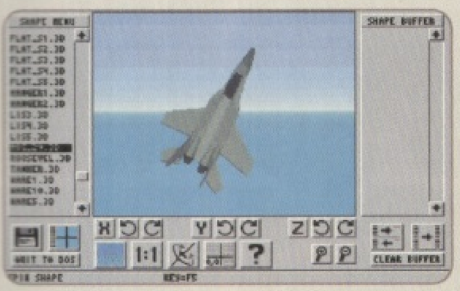
So how does 3D-Ware match up to the DID 3D engine? Well, pretty favourably — but when you learn that Phil Allsopp co-founded Digital Image Design, it's hardly surprising that the Virtek graphics engine runs at about the same speed.

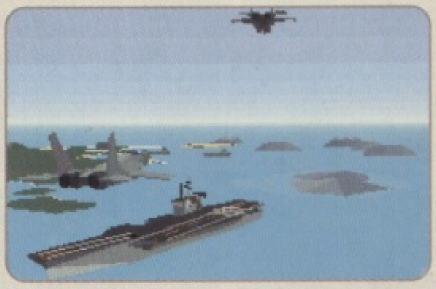
The basic version of the 3D-Ware package costs £99 and for that you get all the features mentioned here, except for the Gouraud shading, texture mapping and the spite scaling. The professional version, which includes the Gouraud-shading, texture-mapping, etc, is a reasonable £249, and both versions will run happily on a 386 or better, require 4Mb of RAM and come on just two high density disks.

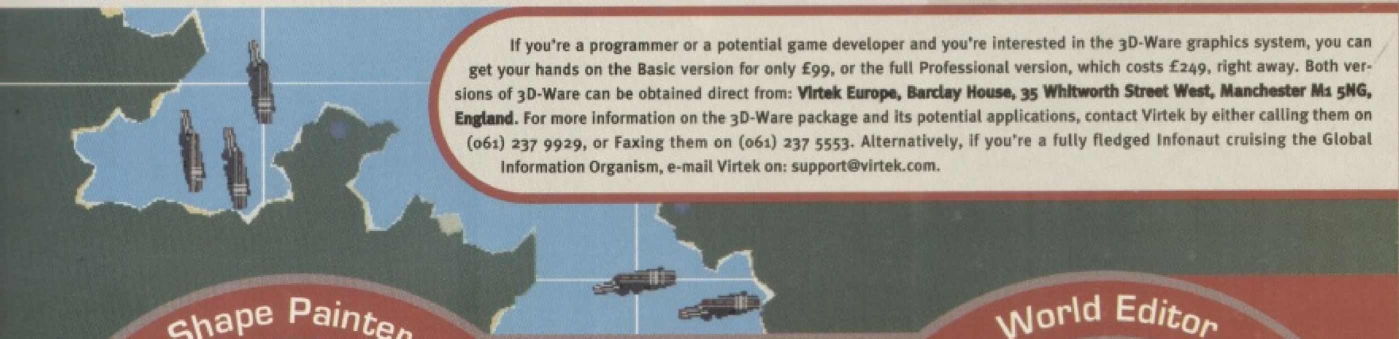
Best of all, 3D-Ware is 100% royalty free, which means that you can use it in your own games and applications without paying Virtek a penny for the privilege, even if you should write a PC best-seller.

"3D-Ware is aimed chiefly at the hobbyist," says Phil, "the guy at home who writes in C, is inspired by the likes of TFX and Formula 1 Grand Prix, and thinks 'I wish I could do that'. It's aimed at people who know nothing about 3D graphics but would like to write a 3D game."

3D-Ware is an impressive package. It's cheap (unlike 3D Studio) and, if you're a programmer, struggling to create a fast 3D engine for a flight sim, etc, it promises to be an god-send. Remember, 3D-Ware deals with the mechanics of a 3D environment and 3D objects. It's not a game creator and you must know how to program to get the best out of it. But, if you're looking for a package to create that space game you always dreamed of, then 3D-Ware might just be what you've been looking for.



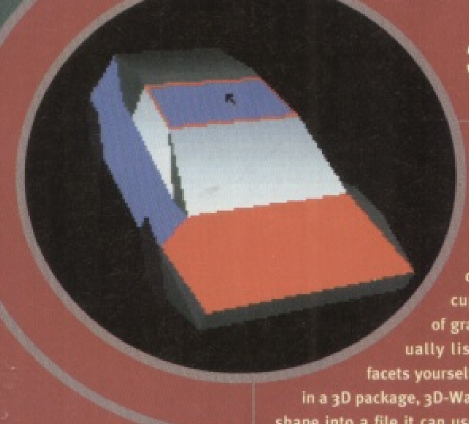




If you're a programmer or a potential game developer and you're interested in the 3D-Ware graphics system, you can get your hands on the Basic version for only £99, or the full Professional version, which costs £249, right away. Both versions of 3D-Ware can be obtained direct from: **Virtek Europe, Barclay House, 35 Whitworth Street West, Manchester M1 5NG, England.** For more information on the 3D-Ware package and its potential applications, contact Virtek by either calling them on (061) 237 9929, or Faxing them on (061) 237 5553. Alternatively, if you're a fully fledged Infonaut cruising the Global Information Organism, e-mail Virtek on: support@virtek.com.

# HOW DOES 3D-WARE WORK?

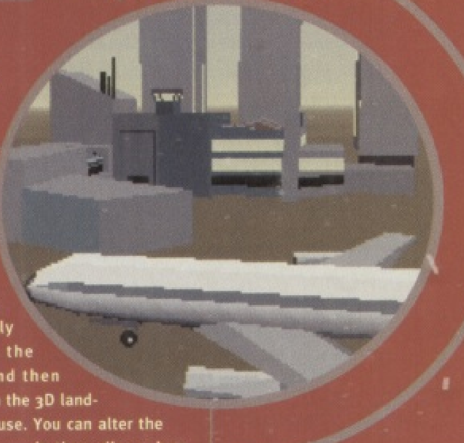
## Shape Painter



You can create shapes using any 3D package that can export a **.DXF** file, or you can sit down with a cup of tea and a pad of graph paper and manually list the vertices and facets yourself. If you create a car in a 3D package, 3D-Ware first converts the shape into a file it can use and then you can colour it with the Paint 3D utility.

Paint 3D uses the same graphical interface as the World Editor and so, as the new shape can be displayed at any angle in 3D, painting it is a simple matter of selecting a colour and then clicking on the desired polygon.

## World Editor



The 3D World Editor enables you to create your own virtual worlds using an easy-to-use graphic interface. You simply pick shapes from the shape libraries and then plonk them down on the 3D landscape using the mouse. You can alter the positions of the shapes in three dimensions and it's possible to walk, or even fly, around the world to check that everything is where it should be. Finally, 3D-Ware saves out your creation to a data file that can be used by your game program. It's as simple as falling of a log. Well, sort of ...

# CU AMIGA MAGAZINE

**JANUARY 1995**

**If these games don't get to us for the January issue then they probably won't be on sale for Christmas so we should be reviewing, after a lengthy wait:**

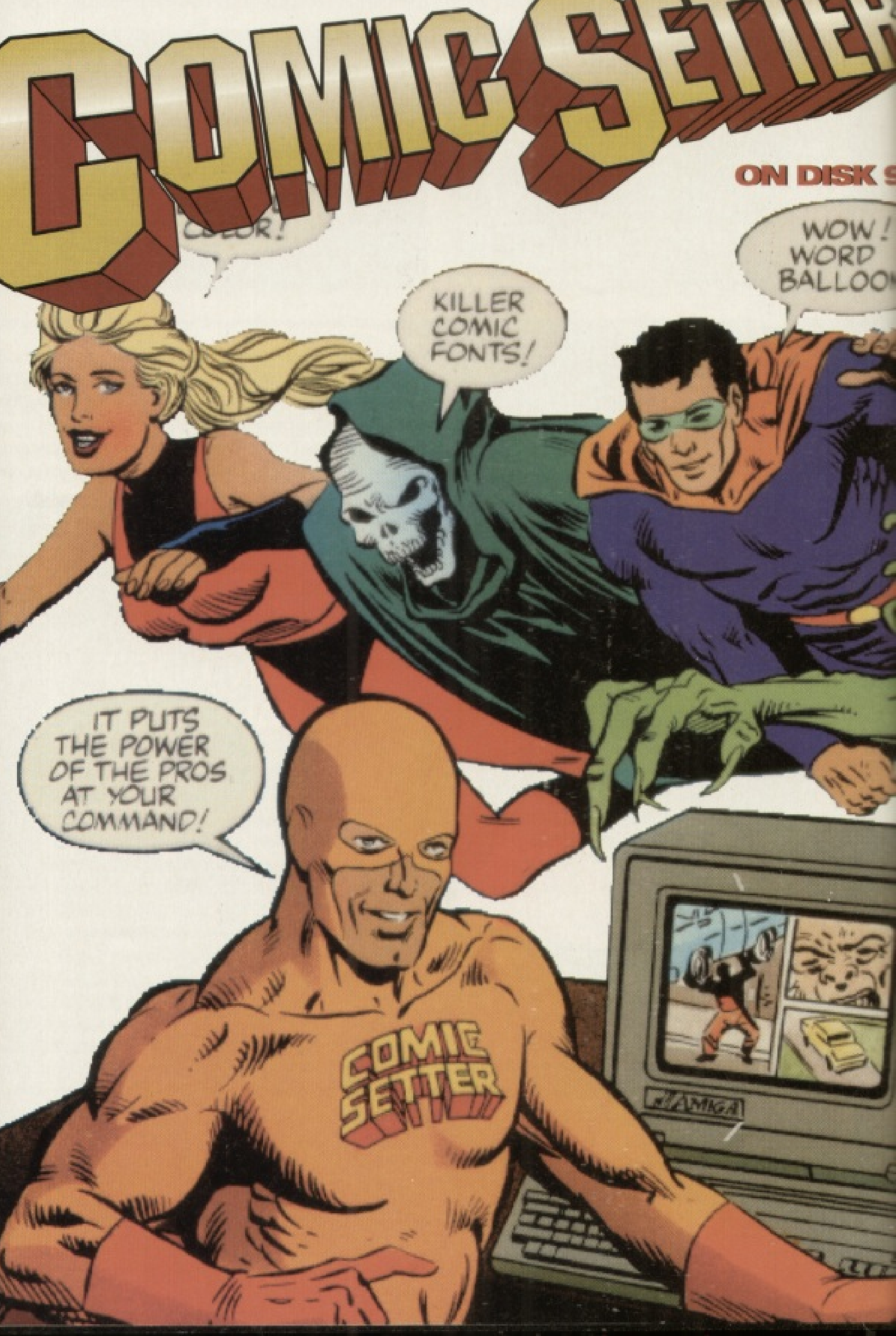
**ALIEN BREED -TOWER ASSAULT**
**JUNGLE STRIKE**
**LORDS OF THE REALM**
**SENSIBLE WORLD OF SOCCER**
**And very possibly:**
**CANNON FODDER 2**
**POWERDRIVE**
**RISE OF THE ROBOTS**

**We're really pulling out the stops next month. There's another superb utility on disk which will make life easier for you and your Amiga and a special surprise which takes CU AMIGA one step further than any other magazine in the Amiga market! And it's all for you in CU AMIGA Jan '95. Out 19 December 1994 (a bit early)!**

**Faster than a speeding bulletin board ...**

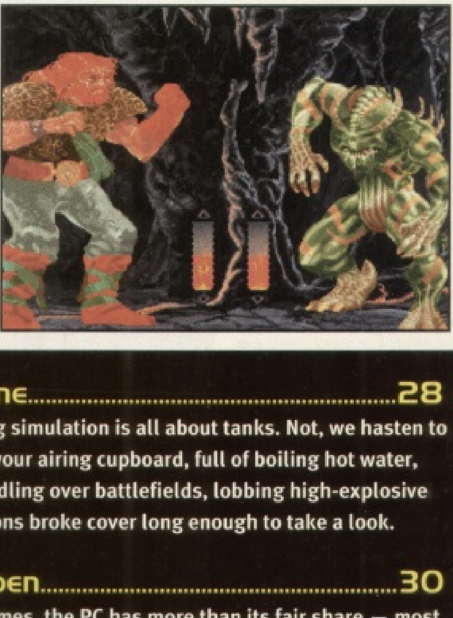
**Stronger than the average page design package ...**

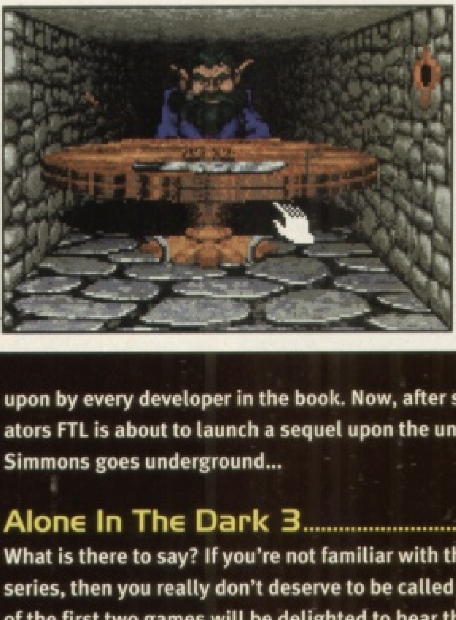
**More fun than a bouncy castle ...**

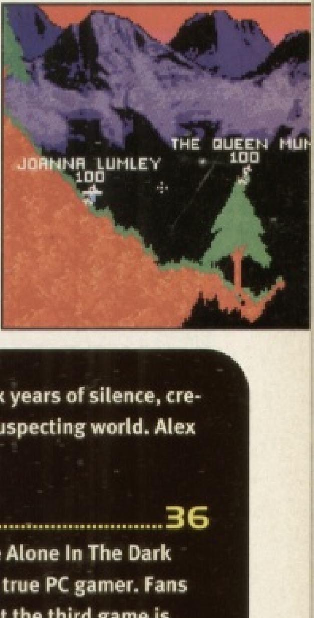

COMIC SETTER
ON DISK
COLOR!
WOW! WORD BALLOO
KILLER COMIC FONTS!
IT PUTS THE POWER OF THE PROS AT YOUR COMMAND!
COMIC SETTER
AMIGA

# previews

We kick off PC GAMES' New Year with a special bumper bag of previews. There's something to tickle everyone's fancy here!







### Across The Rhine..........28

MicroProse's forthcoming simulation is all about tanks. Not, we hasten to add, the sort you find in your airing cupboard, full of boiling hot water, but the sort you find trundling over battlefields, lobbing high-explosive shells about. Alex Simmons broke cover long enough to take a look.

### The Scottish Open..........30

When it comes to golf games, the PC has more than its fair share — most of them excellent. So it's a brave company that decides to launch another, but that's precisely what Core Design is preparing to do. Alex Simmons sees what it's got to offer over the rest.

### Warriors..........32

Up until now French developer Kallisto has been best known for its quirky arcade puzzler, Fury Of The Furries. But that's likely to change as it unveils a beat-'em-up that makes Street Fighter 2 look very shabby — and it's all thanks to an exciting new graphics technique called 3D Bio Motion. Dean Evans reports back from Bordeaux, duty-free bags bulging.

### Dungeon Master 2..........34

Dungeon Master was the *original* fantasy RPG, the game that introduced the first-person 3D perspective that has since been copied and expanded upon by every developer in the book. Now, after six years of silence, creators FTL is about to launch a sequel upon the unsuspecting world. Alex Simmons goes underground...

### Alone In The Dark 3..........36

What is there to say? If you're not familiar with the Alone In The Dark series, then you really don't deserve to be called a true PC gamer. Fans of the first two games will be delighted to hear that the third game is nearly upon us, which is why we dispatched the unflappable Dean Evans to preview it.

### The Big Red Adventure..........38

You may have played the demo, but there's so much more to Core Design's SVGA graphic adventure than that little snippet can possibly illustrate. Alex Simmons is back in the USSR, just to bring you some of those behind-the-scenes secrets.

### Worms..........40

Team 17 has never been known for its normality, but even by its deranged standards Worms is a weird 'un. Basically, you control a bunch of heavily-armed invertebrates as they blast the slime out of each other. Alex 'Crazy' Simmons reports from the front lines.

# Battle Of The

**Usually one for skimming through the skies in an aircraft, Alex Simmons returns to terra firma with a bump and finds himself strapped inside MicroProse's new tank simulation**

**Across The Rhine continues the MicroProse tradition of producing realistic simulations using high-quality, leading-edge graphic techniques. Exhaustive historical research has gone into Across The Rhine to re-create an authentic atmosphere depicting the desperate struggle between the American and German military forces."**

These are the boastful claims of MicroProse's public relations manager, Jason Dutton, as he unveils their impressive World War II tank simulation titled, if you hadn't already guessed, Across The Rhine.

Developed in America by MicroProse Hunt Valley (who are, completely incidentally, based in Maryland, Baltimore), Across The Rhine promises to be an incredibly atmospheric World War 2 tank warfare simulation. Put simply, it's a tactical sim based around Western Europe during the latter stages of World War II.

To be precise, Across The Rhine is set between June 1944 and the end of the second World War in 1945, beginning around the time of the Normandy D-Day landings. Choosing between the United States Army and the German Wehrmact, it's possible to experience the campaigns from each army's point-of-view, siding with the Nazi forces or joining in the attack with the Americans.

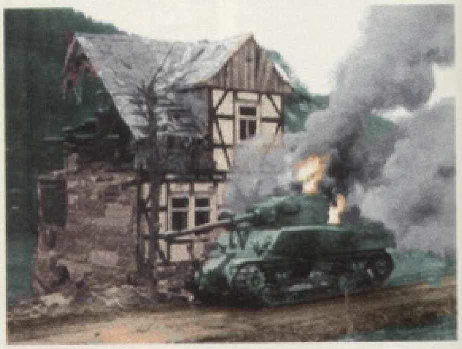
Indeed, there are loads of historically accurate campaigns in Across The Rhine, as Jason points out: "The game includes a number of set-piece conflicts, like the most famous battles of the period like Mortain, Falaise, Battle Of The Bulge and the Breaching of the Siegfried Line for example.

"Most of the famous campaigns have been re-created, not just those four," he continues, "and therefore you're able to re-enact the action and perfect the tactics and command skills of past generals." As you can probably appreciate, these missions are complex beasts, especially if you're trying to overlook an assault involving twenty or so units.

Initially though, the gamer only controls a single tank. By successfully wading through the campaigns it's possible to gradually assume command of entire battalions, which consist of tanks, infantry and artillery

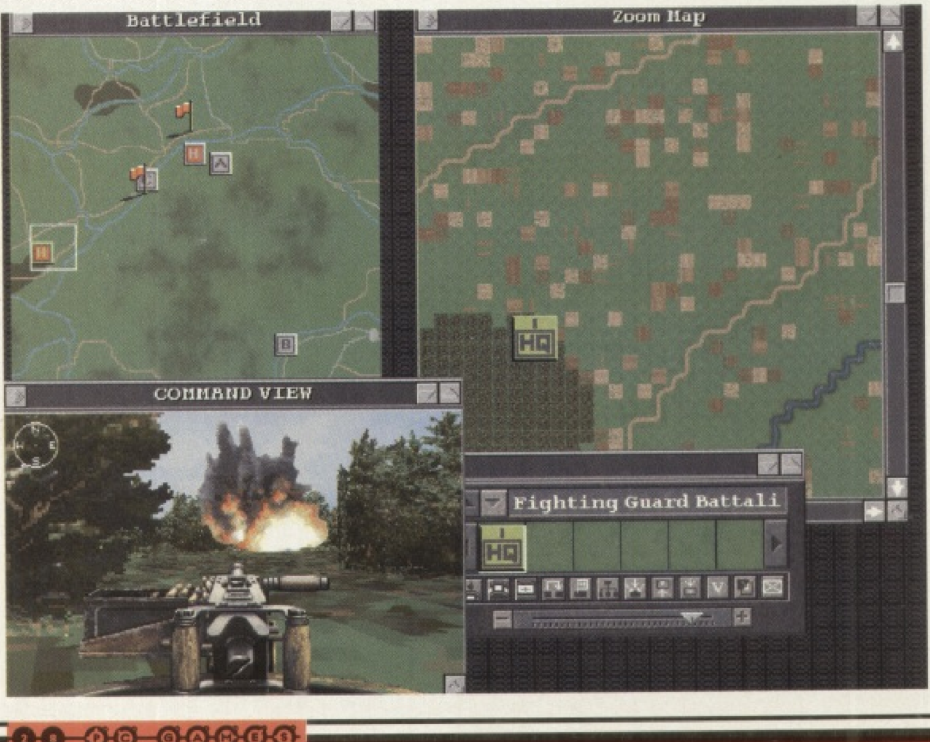
| | |
|---|---|
| GAME | ACROSS THE RHINE |
| PUBLISHER | MICROPROSE |
| DEVELOPER | IN-HOUSE |
| WORK *STARTED* | APRIL 1994 |
| DUE FOR *COMPLETION* | MARCH 1995 |

(Below Top) The Sherman tank has sustained one hit too many, exploding and bringing the house down with it.
(Middle) Play the battle from one of two perspectives, siding with either the American army or the German Wehrmact.
(Bottom) Congratulations soldier! By successfully completing the mission you've been promoted to platoon commander.



Aus der
Traum

(Below) Across The Rhine's simple Windows-style player interface makes it quick and easy to switch between game modes.



# e Bulge

units. Even at this daunting level, Across The Rhine still manages to remain fairly simple. MicroProse's Dutton explains further: "The massive campaign element of the game is brought down to a much more personal level, as most of the combat is resolved on a tank-verses-tank, squad-verses-squad basis.

"As the tank commander, the player also has to make instant tactical decisions, as in who to attack, where to take cover and when to retreat and so on." Progess through the game and it becomes more complex. "They'll also be a top-down view of the battlefield which allows you, as the battalion commander, to view all the action in a entire skirmish or battle, and gives you complete control over various elements of the armoured brigade. Therefore, later in the game it's possible to control the movements of whole units on the map then, at any point in the game, jump back into the action and assume control of any individual tank."

If all this sounds terribly complicated, surprisingly it isn't. Across The Rhine uses a Windows-type set-up, which allows the player to see everything quickly and clearly. Up to a maximum of four windows are displayed at a time, the 3D landscape obviously proving most important as that represents the view from your tank. A selection of charts, including close-up tactical plans and general battlefield maps, detail the lie of the land and the location of both friendly and enemy units, while the communications screen displays all incoming radio messages.

Unlike so many other wargames, Across The Rhine is more of a tank simulation, as Dutton clarifies: "The primary emphasis is very much on first-person sat-in-the-tank perspective. There's complex 3D landscapes and texture-mapped objects, but also Across The Rhine includes several levels of strategic and tactical command where the player can basically gain promotion on the armed forces ladder."

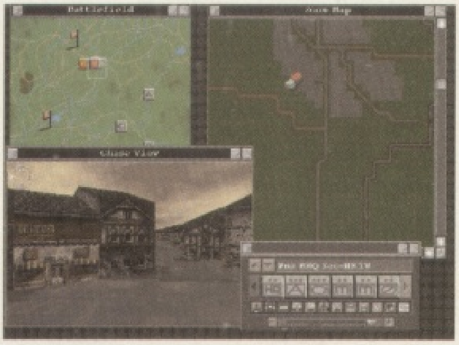
Another exciting feature of the game is that it can be played as a simple tank-based shoot-'em-up, as opposed to a full-blown sim. "Across The Rhine can be played using different levels of complexity," explains Dutton. "On one hand you can play the complete game and progress through the ranks, or alternatively you can just strap yourself into the tank and shoot anything that moves!

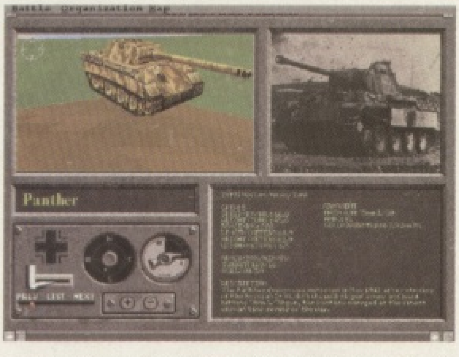
"Across The Rhine is essentially split into two different levels of gameplay. You've got the personal, tank-verses-tank 3D element, but there's also the top-down battlefield where you're an actual General rather than a tank commander, controlling the entire army in this immense strategy epic.

"There's also a wide range of support units which you command, including infantry squads, artillery pieces, anti-tank guns, and aircraft," he adds. "These can be allocated to specific positions but aren't under your direct control. For example, you can call an air-strike on a particular area but you can't actually go and fly the plane."

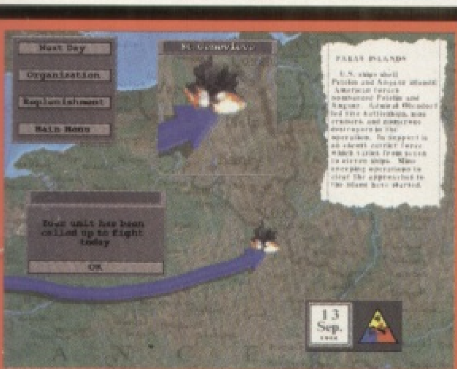
All this is just the tip of the iceberg, too. After you've managed to wade through the numerous preset missions, why not have a go designing your own missions using the game's in-built campaign creator. Apparently fairly quick and easy to use (unlike a lot of other so-called user-friendly mission builders), Across The Rhine's utility is capable of creating entirely new scenarios. Elements such as the size and strength of each army, as well as the terrain on which the battle is fought, are all determined by the player, and therefore the options available are almost limitless.

Having proved themselves past masters of the simulation with the likes of M1 Tank Platoon, MicroProse are confident that Across The Rhine will be a storming success when it's released in the next few months. "The impressive 3D landscapes and objects make it





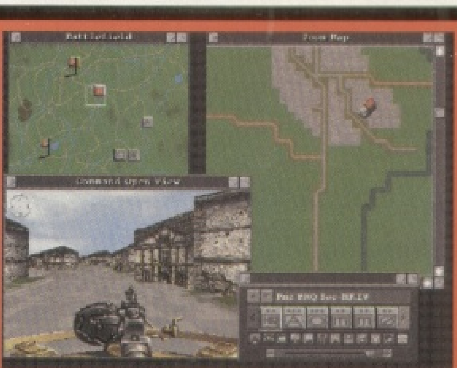
visually recognisable and very attractive to play", Dutton reckons, and finishes off by saying: "The fact that it's an extremely realistic simulation and that it has been historically researched in great depth, which obviously creates an authentic atmosphere, makes Across The Rhine more comprehensive than any other tank sim." Let's just hope that Across The Rhine can live up to these ambitious promises.



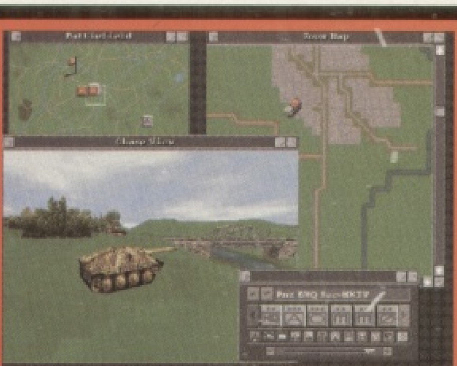
Your unit has been called up to fight today

OK

There are loads of historically accurate missions in Across The Rhine, as well as a comprehensive mission creator.



Move around the battle field in real time using the main action windows, using the maps to work out a battle plan.



Visually Across The Rhine is pretty damn good, the 3D first-person perspective sections being notably impressive.

preview

# *Virtual* Fore-Play

**Never one for dressing up in Pringle sweaters and chequered trousers, Alex Simmons ambled out onto the fairway for a swing at Core's arcade-style golf game.**

**There's one thing I'd like to point out before I start ramlbing on about Core's visually stunning golf game. The Scottish Open is designed as a video game rather than a realistic golf sim, and is therefore biased towards pick-up-and-play simplicity rather than re-creating the treacherous sand traps of the 17th hole at St Andrews.**

Divided into two levels — amateur and professional — Scottish Open features a total of four challenging 18-hole courses, all of which are plagued with tricky obstacles such as water hazards and bunkers. Up to four players can compete in each tournament, and every golfer's statistics can be tinkered with to adjust their drive, chip and putting skills.

Even though the game is simple to play, excellent variety is ensured throughout thanks to the seven tournament types. The first two, the practice range and the standard tournament game, are both fairly straightforward, but the remaining five are not quite as obvious. The Skins challenge is a fairly simple team game, the (sadly virtual) prize money going to the side who sinks the ball in the least number of shots. Match play and the shoot-out game are both elimination contests, but differ from each other because the latter is designed for four players rather than the match play's eight.

The derby scramble is a game for four players split into two teams, and is essentially a game of doubles played over a round of 18 holes. The Core Challenge, which Core believe is the ultimate test, is a game of skill in which the golfer must play against a total of sixty computer-controlled opponents. Emerge from the competition victorious and you could actually win yourself a mystery prize.

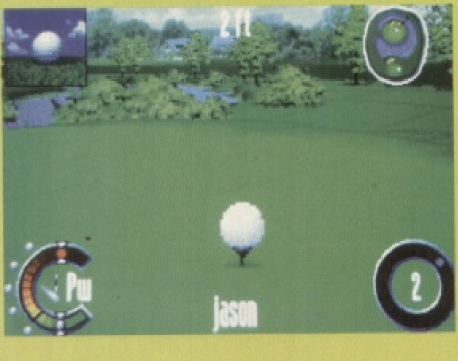
The Scottish Open is very different from other PC golf games, which heavily feature digitised footage taken from real-life courses. However, the graphics featured in Core's game are generated and fully rendered on Silicon Graphics workstations. The resulting presentation is very impressive, and looks just as realistic, bold and colourful as Links and PGA Tour.

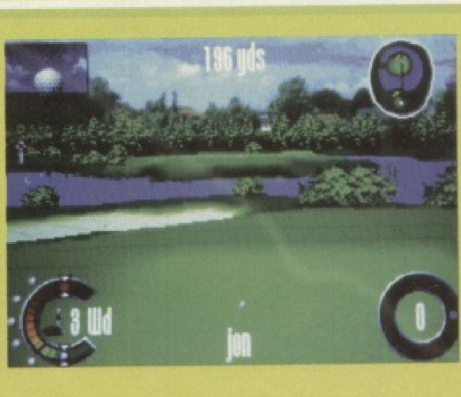
As expected, the game looks similar to most of the previous golf sims, with various control icons and an overhead map lining the sides of the screen. However, the three 'cameras' used in The Scottish Open use a variety TV-style angles to make the shots easier to take. When driving from the tee-off, the camera is above and behind your virtual golfer, but changes when chipping the ball, switching to just above the player. When putting the camera points directly down over the green, and highlights the slopes and bumps of the ground using an overlaid grid.

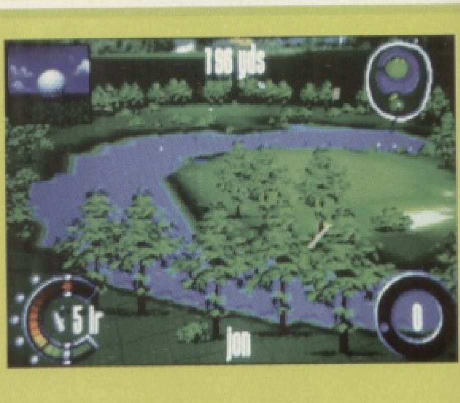
Standing by the tee in chequered trousers and Pringle sweater, choosing the right club for each shot is imperative, and this is where caddie can help out. Ultimately, though, it's down to you to take the shot, hopefully accurately judging the power of the swing and keeping hook and slice to a minimum. The slick course fly-by and overhead map will help on the difficult par 5s, and allow you to 'plan' the shots on the lead up to the green.

| | |
|---|---|
| **GAME** | THE SCOTTISH OPEN |
| **PUBLISHER** | CORE DESIGN |
| **DEVELOPER** | IN-HOUSE |
| **WORK *STARTED*** | SUMMER 1993 |
| **DUE FOR *COMPLETION*** | JANUARY 1995 |

Including a selection of famous courses including Forest Of Arden and Wentworth, Core's golf game should make a welcome change from the over-complex sims which usually grace the PC. Its simplicity is its beauty, but whether the game *is* as good as it looks remains to be seen. Keep your eyes peeled for when we review The Scottish Open in next month's issue of PC GAMES.







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# Jump

**When Mindscape said that they'd developed a stunning new beat-'em-up, a racing sim and a game that was too slow even on a Pentium, Dean Evans was the first to jump onto a plane to France to take a look.**

**When Mindscape when shopping last year, apart from buying the American strategy game developer SSI, it also splashed out the cash for a small French company called Kallisto. Now, if your first reaction to this news is "Er, who?", don't worry. That's exactly what I said as well. SSI I've heard of — Great Naval Battles, Dark Sun, etc — but Kallisto? What or who the hell are they?**

Kallisto, as it turns out, is a small, privately-owned company based in Bordeaux in southern France. Formed in 1990 by Nicolas Gaume, the company has concentrated on developing new 3D game tools and, as a result, its only game that you might vaguely have heard of is the original and addictive puzzle game, Fury Of The Furries — critically acclaimed on the Amiga, but rather less successful on the PC.

But things have been moving at warp speed at Kallisto since then. The development tools — an animation tool called 3D Bio Motion and a cross-platform system called LibSys — are now complete, and besides some platform work on the SNES console, Kallisto have F1 Racer (a Formula 1 Racing game, surprisingly), Dark Earth (an impressive-looking graphic adventure), A-Maze (a stunning-looking 3D game) and finally Warriors, a revolutionary new beat-'em-up, all patiently waiting in the wings.

Warriors will be the first game to trot out of the Kallisto stable. It's a VGA and SVGA beat-'em-up that pits various muscled characters against each other in the ultimate jump-and-thump tournament. Okay, so you can already play StreetFighter II, Mortal Kombat, Rise Of The Robots and Ultimate Body Blows, and you'll be able to play FX Fighters, Rise Of The Robots 2, Mortal Kombat II and Super StreetFighter II later on this year. But Mindscape is confident that Warriors is going to be different.

"The game is set on an island where all the best warriors have been gathered together by a dark fighter, known as the Master," explains Nicolas Gaume,

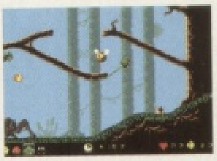
| | |
|---|---|
| GAME | WARRIORS |
| PUBLISHER | MINDSCAPE |
| DEVELOPER | KALLISTO |
| WORK *STARTED* | JUNE 1994 |
| DUE FOR *COMPLETION* | APRIL 1995 |

(Right) There are 11 main characters in Warriors and each of them has its own special move and skills, i.e. the green, Predator-type alien fighter can make itself invisible.

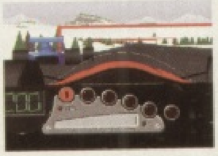
Warriors also features a replay feature and a choice of two separate playing angles. You can either play the game using a traditional side-on view like Mortal Kombat, Rise Of The Robots, etc, or you can tilt the angle slightly to add some depth to the background.

## Who The Hell Are *Kallisto?*

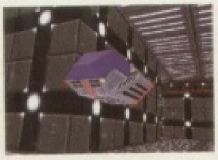
**You may not have heard of Kallisto — I know I hadn't. But after a brief trip to its Bordeaux headquarters (cheers, Mindscape), here is the lowdown on its achievements so far...**



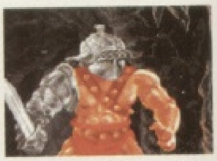
Fury Of The Furries is an addictive puzzle game, very similar to Interplay's The Lost Vikings and Psygnosis' All New World Of Lemmings. The idea is to guide a Furry (a little fuzzy blob) over a number of platform-filled levels, using four skills (i.e. eat walls, swing from ropes, etc) that can only be used a certain number of times. Great on the Amiga, but didn't do so well on the PC.



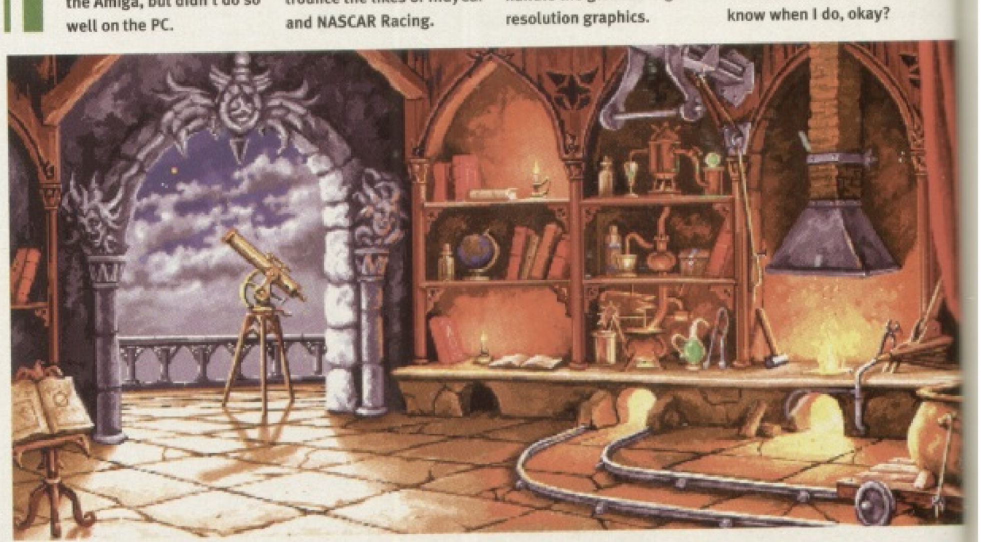
F1 Racer is a basic-looking racing game that has a very exciting multi-player option. At first glance, it looks a lot like a certain Virtua Racing game, but the finished version will feature different cars, different tracks and an eight-player multi-player option. It's a very simple and playable game, designed chiefly as a multi-player game, not to trounce the likes of IndyCar and NASCAR Racing.



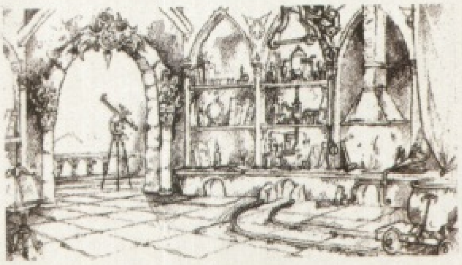
Kallisto has out done itself with this game, and has produced a 3D engine that's too complex even for a 90MHz Pentium to handle. When I first saw A-Maze, a simple maze game with some combat elements, it was being demonstrated on the Apple PowerMac, the only machine around at the moment that has the necessary processing 'oomph' to handle the glorious high-resolution graphics.



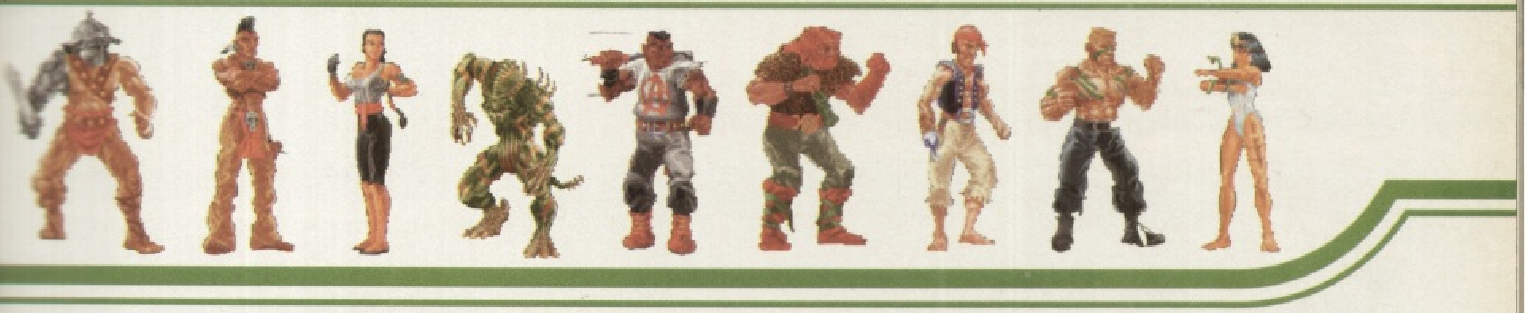
Lastly, there's Dark Earth and we don't know much about this one, apart from the fact that it will come on CD-ROM, and that its a Cyberpunk-style graphic adventure that's been pencilled in for release sometime near Christmas 1996. Er, there's lots of 3D Bio Motion created people in it, a bit of violence and animation that will blow your mind and... well, I'll let you know when I do, okay?



The 256-colour backdrops, like this Magician's study (right), were first sketched out on paper (below), then digitised on the the PC and finally coloured in Deluxe Paint.



# And Thump



President of Kallisto. "He wants to defeat each of them to prove he is the universal champion. The player must win all their fights with their chosen warrior and, if they manage to survive and bring down the master at the end, they can return to their own land and time with the title of champion."

Of course, like every other fighting game, Warriors has a complement of weird fighters with all the usual punches, high kicks, leg sweeps and special moves. There are 11 characters in all, including the Master and you can fight on any one of 11 different high-resolution, 256-colour backgrounds. And the backgrounds aren't just pretty backdrops either — you can interact with them, hanging onto beams, dangling from hooks and even picking up assorted weapons to make your fights more interesting.

> "All our games work on a 486. What we're aiming to do is to produce games for a 486 DX2 because, in two years time, this will hopefully be the minimum spec PC used for games."
>
> NICOLAS GAUME, PRESIDENT, KALLISTO

"What we're trying to do is create the best game that we can," claims Nicolas, "and we're concentrating on the gameplay, which means that we are making the animation of the characters very good."

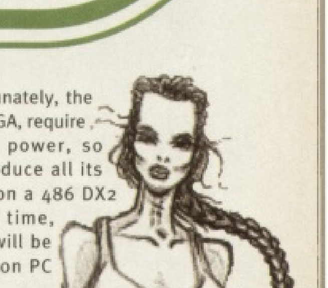
Indeed, Warriors looks and moves very nicely. The game can be played in both VGA and SVGA modes, and the animation is very detailed and accurate. The overall realism is further enhanced by the fact that all of the characters in Warriors are true 3D models, not flat sprites or bitmaps, so they are not restricted to a limited number of predefined and pre-animated moves. The computer calculates all the movements in real-time to produce realistic and life-like action.

"Warriors has been developed using our new 3D Bio Motion technology," reveals Nicolas, "which allows the creation of 3D characters with an almost infinite number of realistic animations. The computer manages a virtual model of every character and calculates all the actions in real-time, making them better than a 2D bitmap or a rotoscoped sprite. For example, a single punch consists of more than 30 frames of animation, all calculated and drawn in real time."

3D Bio Motion, eh? How does it work?

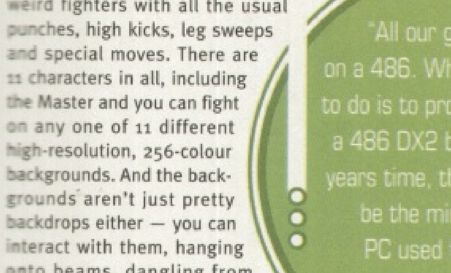
"First we design the characters on paper, then they are digitised under Deluxe Paint and finally vectorised using a special tool that we have created. We do not use polygons — we use dots. We vectorise each dot so the characters are made up of lots and lots of little dots, which gives them much more flexibility when they are animated. Plus, although they look like sprites, they are true 3D objects that can be viewed from any angle."

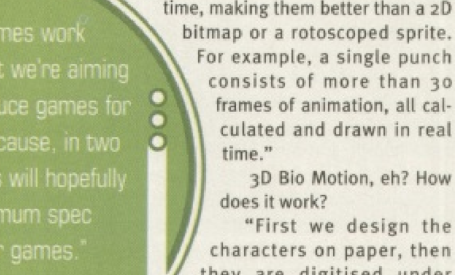
As with polygons, the 3D Bio Motion system allows Kallisto to create complicated and detailed 3D models that are very versatile, look completely solid and, unlike polygons, take up small amounts of memory. To double the resolution of the graphics, for example, you simply double the number of dots in the 3D model. It's as simple as that. Unfortunately, the higher resolutions, like SVGA, require a bit more processing power, so Kallisto is aiming to produce all its games to run smoothly on a 486 DX2 because, in two years time, Nicolas hopes that this will be the minimum specification PC used for games.

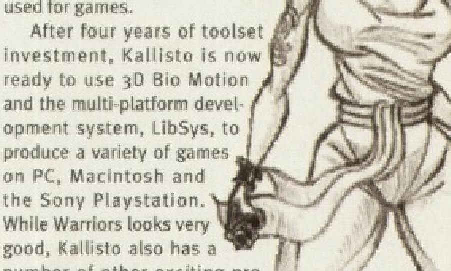


After four years of toolset investment, Kallisto is now ready to use 3D Bio Motion and the multi-platform development system, LibSys, to produce a variety of games on PC, Macintosh and the Sony Playstation. While Warriors looks very good, Kallisto also has a number of other exciting projects up its sleeve, including (as I mentioned earlier) F1 Racer, Dark Earth, A-Maze and something called Brutal Baskets, a mix of street basketball and beat-'em up action with 3D Bio Motion-created characters.

As French software continues to reach new heights of excellence with the likes of Alone In The Dark 3 and Little Big Adventure, it will be interesting to see how the Kallisto titles develop during the next six months. Warriors, by the way, will be available in March this year.





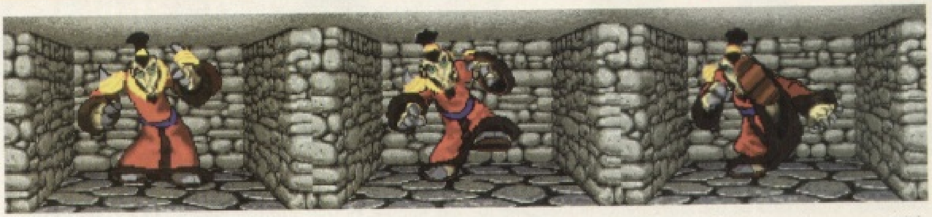


preview

# Back For More

**After seven years in development, Dungeon Master II finally emerges from the fruitful loins of FTL and Interplay. Alex Simmons takes a peek.**

| | |
|---|---|
| Game | Dungeon Master II: The Legend Of Skullkeep |
| Publisher | Interplay |
| Developer | FTL |
| Work *started* | June 1988 |
| Due for *completion* | January 1995 |



**Dungeon Master is *the* original 3D role-playing game and has stood the test of time tremendously. Now, after some seven years in labour, American developers Faster Than Light are finally ready to give birth to another bouncing baby, christened (somewhat predictably) Dungeon Master II.**

Subtitled The Legend of Skullkeep, DMII is set 200 years after the demise of Lord Chaos, in a time where man has mastered the art of Magick. It's this raw mana that is the foundation for the Zo Link, a huge machine which can teleport objects through space and time. Hidden deep within the castle of Stonekeep, the Zo Link has been locked away for years, untouched... until now. Something stirs within the walls of Stonekeep, and you've got to go in and flush it out...

DMII, it must be said, looks plain, and is cosmetically *very* similar to the first game. Although the original's 16-colour graphics have been updated to 256-colour VGA, the two games look virtually identical. The monsters look simple — almost cartoon-like, and FTL have decided to stick with flick-scrolling rather than adopt a flash 3D engine like the one used in Ultima Underworld et al. However, the seven years of development has been far from wasted, and The Legend of Skullkeep includes many dramatic new features.

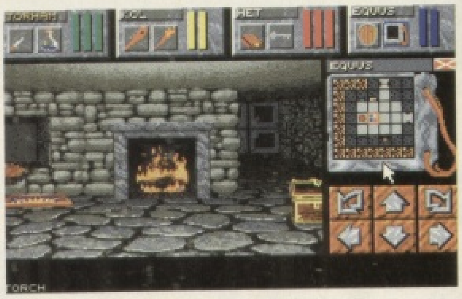
The reason DMII has taken so long to arrive is because FTL have been perfecting the game's advanced artificial intelligence (AI) engine. After a lot of hard work and complex programming routines, the resulting AI far surpasses anything you've ever seen in a computer game before, as Interplay's Duncan Ferguson explains: "The creatures now think for themselves. Attack a lone beast and it'll run away, but will return later having ganged up with a few mates! The creatures will also remember every move you make — you might get them once, but they won't fall for the same trick every time, learning the way you fight and counter-attacking by adopting a different strategy."

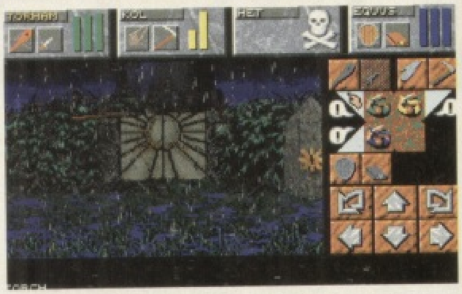
The game is more varied too. A criticism justifiably aimed at the original was that it was too bland, as each level of the dungeon looked identical to the next. All this has changed, because now the game ventures into the great outdoors. This creates a problem for any warriors wearing armour, as Duncan explains: "The weather outside changes the gameplay completely. Not only do the levels look different, but the creatures react differently in various weather conditions. Rain will rust your armour, making it harder to move and fight."

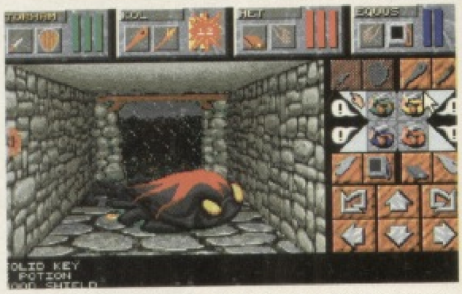
Controlling a party of four adventures chosen from within the castle walls, combat and spell-casting remain essentially the same, but additionally your team can talk to some of the monsters which dwell inside Skullkeep. For instance, by sheathing your sword and striking up a conversation with one of the beasts, weapons can be traded for gold and vice-versa.

On the whole, DMII is a lot more varied than the original in terms of the monsters you'll fight, the levels you'll explore and the puzzles you'll face. I'll be honest, though, and admit that DMII probably won't be everyone's cup of tea. Those raised on the likes of Shadowcaster and Ultima Underworld will probably laugh at Skullkeep's relatively pathetic presentation.

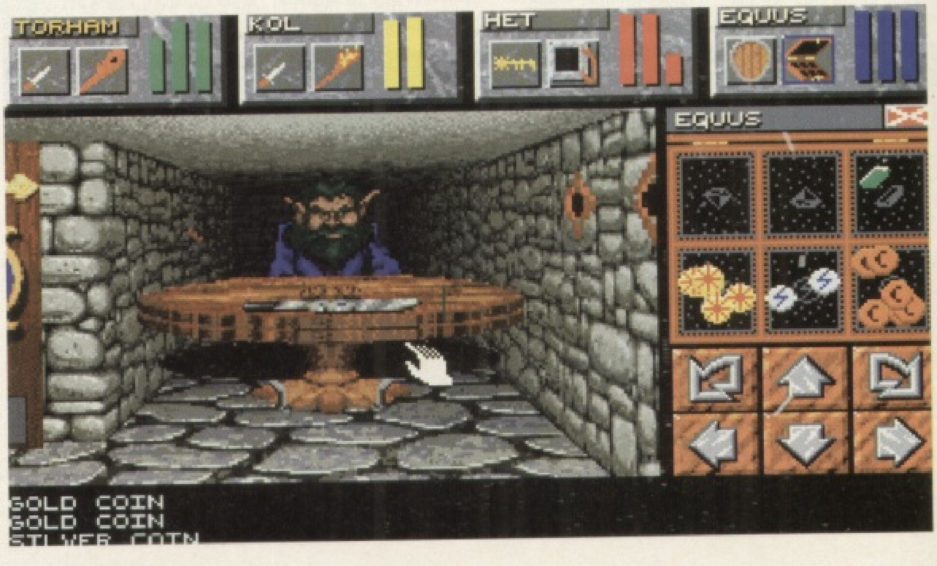
But neither of these two even come close to DMII's challenging and engrossing gameplay. Skullkeep's brilliant AI engine is unparalleled, and you'd be hard pushed to find a game as well structured and devious as this. Look out for a full review of Dungeon Master II in next month's PC GAMES.







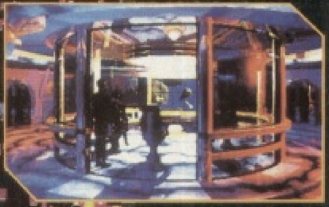
(Top) DM II still retains the original's simplistic presentation, but is much more complex and challenging than before.
(Middle) Leave behind the grey blandness of the dungeon and venture outside into the castle gardens.
(Below) Swap swords for silver with the trader.

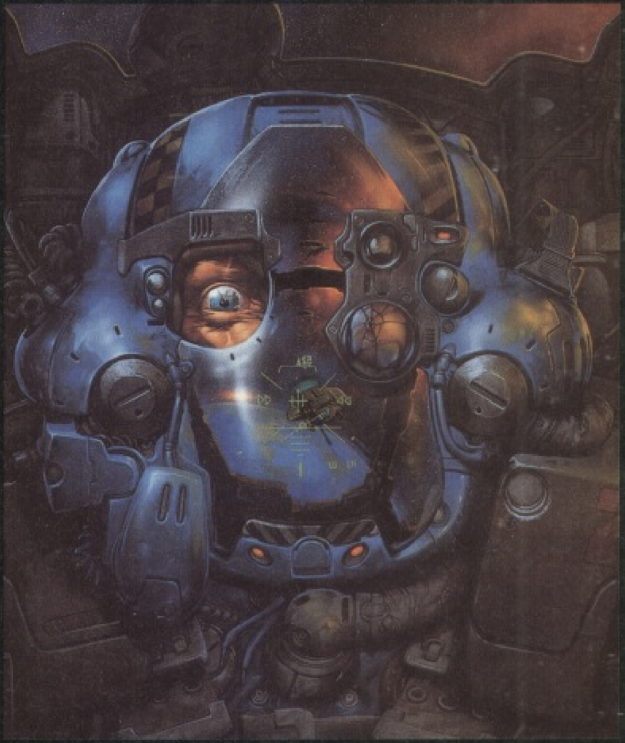


GOLD COIN
GOLD COIN
SILVER COIN

AN EYE FOR AN EYE

# RETRIBUTION





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**retribution** /,retri'bju:*ʃ*(ə)n/ *n.* requital usu. for evil done; vengeance.

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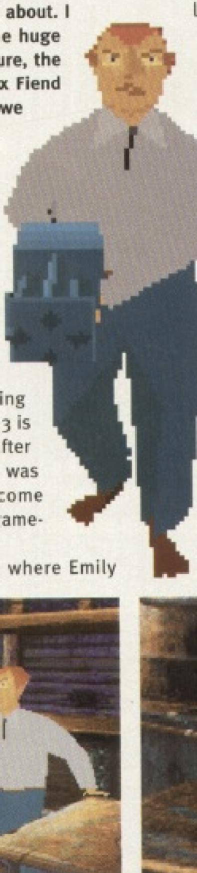
# A Fistful Of

**It's finished, but sadly it's in French. So, with un Colt 45 and une boite d'allumettes, Dean Evans takes a last look at Infogrames' third Alone In The Dark game.**

| | |
|---|---|
| GAME | ALONE IN THE DARK 3 |
| PUBLISHER | INFOGRAMES |
| DEVELOPER | IN-HOUSE |
| WORK *STARTED* | MARCH 1994 |
| DUE FOR *COMPLETION* | JANUARY 1995 |

**With the hype that's built up around games like Wing Commander 3 and Inferno, Alone In The Dark 3 seems to have sneaked up on us relatively quietly. I suppose this is mainly because there hasn't really been that much to get worked up about. I mean, with Inferno we talked about the huge scale of the game, the free-form structure, the 700 missions and the brilliant Alien Sex Fiend soundtrack. As for Wing Commander 3, we dribbled over the SVGA graphics, speculated about the whole Interactive Movie idea and even met Mark Hamill and got him to autograph all our Star Wars videos.**



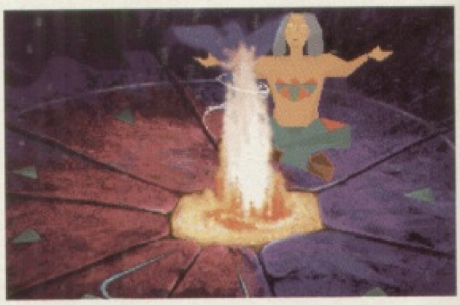
But Alone In The Dark 3 *seems* like more of the same. It certainly retains the look and feel of the two previous Infogrames games and, like Alone 1 and 2, you move a polygon hero through various pre-rendered 3D locations, killing undead monsters and using objects to solve puzzles. In short, Alone 3 is Alone In The Dark with cowboys. But after the frustratingly difficult blast-fest that was Alone 2, Infogrames has made a welcome return to the more puzzle-orientated gameplay that characterised the first game.

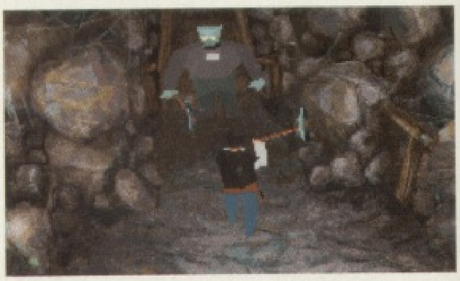
Alone 3 is set in America in 1925, where Emily Hartwood (the heroine from the first game) has decided to jack in the ghost-busting business to try her luck in Hollywood. Inspired by dreams of fame and fortune (and probably romance), she heads out west and, after several unsuccessful attempts, eventually gets hired as a script girl by Hill Century, a small studio just about to start production on a new western called The Last Ranger.

"At the beginning of 1925," explains Beverly Gardner, Infogrames' UK PR Manager, "Emily Hartwood and the rest of the film crew shooting The Last Ranger set up in Slaughter Gulch, a tiny ghost town in the Mojave desert. However, on the night of July 3rd, 5 miles outside the town, one of the horses rented by Hill Century turns up, crazed with terror and exhaustion. Upon its saddle someone has hurriedly scrawled two words, 'Call Carnby'".

The game is, as they say, afoot. Once again, you take control of the fearless and unshockable supernatural detective Edward Carnby, and it's your job to rescue Emily from her captors and to heroically unearth the dark secret of Slaughter Gulch. Now, I don't want to give the plot away, but suffice it to say it's got something to do with the Navajo Indians, an ancient burial ground called the 'Field Of Braves' and, of course, lots of zombie cowboys with guns, dynamite, meat cleavers and bunches of flowers that shoot .38 calibre bullets.

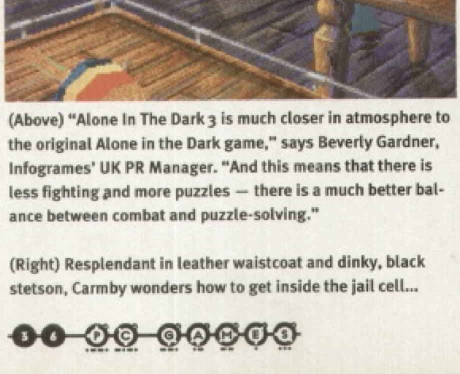
As you'd expect, there's a great deal of weirdness going on in Slaughter Gulch and, while the original Alone In The Dark served up legions of horrible Lovecraftian imaginings (usually with big, leathery wings) and Alone 2 had a Voodoo princess, a Father Christmas suit and undead pirates, the underlying theme of Alone 3 revolves around alchemy and strange Red Indian magicks. You know the sort of stuff — the dead rising from



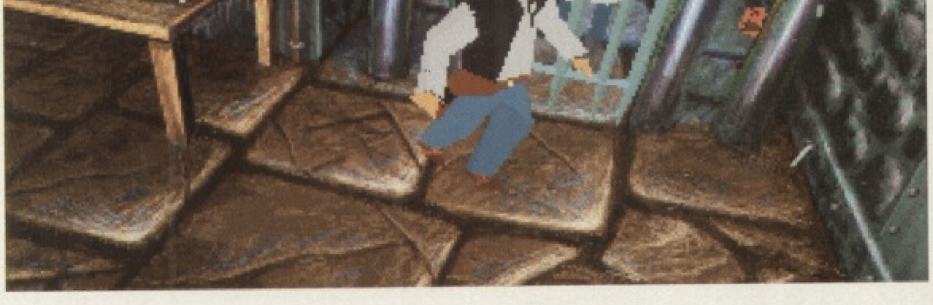


(Above Top) After Lovecraftian hellspawn and a Voodoo priestess, Alone 3 features weird Red Indian magic, zombies and reincarnation...

(Above) Having wandered through the deserted mine, Carnby has accidentally lost all his weapons and must now battle the zombie with a measly pick-axe.



(Above) "Alone In The Dark 3 is much closer in atmosphere to the original Alone in the Dark game," says Beverly Gardner, Infogrames' UK PR Manager. "And this means that there is less fighting and more puzzles — there is a much better balance between combat and puzzle-solving."

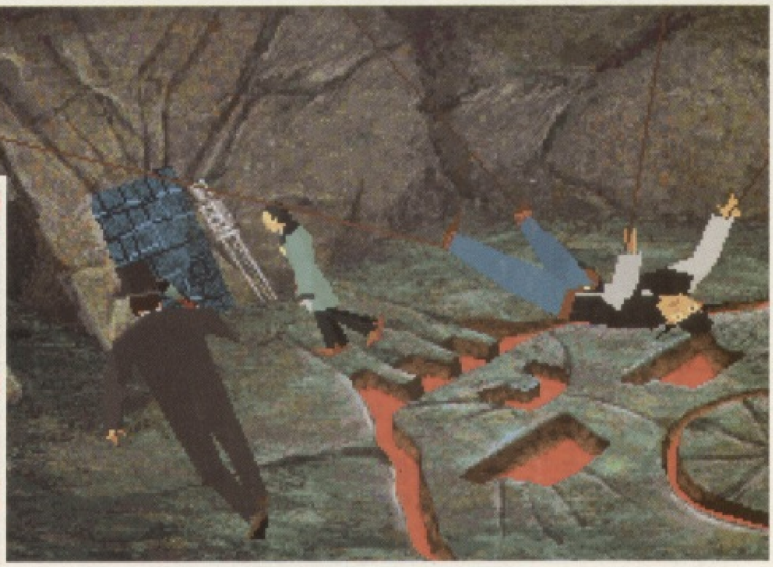


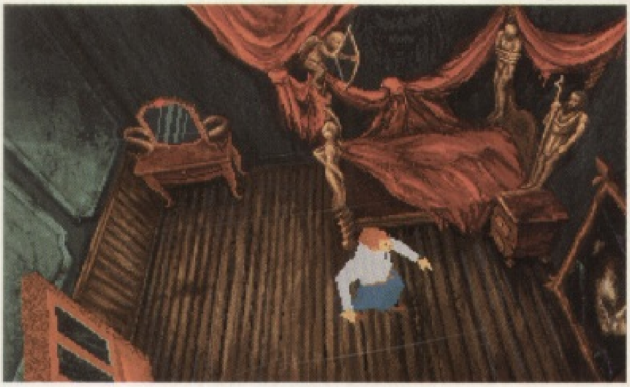
(Right) Resplendant in leather waistcoat and dinky, black stetson, Carmby wonders how to get inside the jail cell...

# f Horrors

(Right) Carnby dies (again) and gets hung out to dry.

(Below) The gameplay in Alone 3 is more puzzle-based than the previous game. For example, here Carnby must take the arrow from one bedpost, give it to the cupid bedpost, who in turn will fire it at the Indian bedpost, who will point to something else and... well, you get the general idea.





the grave, people talking to animals, ancient spirits, and so on.

"In Alone 3 Carnby actually dies," explains Beverly. "But don't worry, he then gets raised from the dead by an Indian magician and reincarnated as a cougar. After that he changes back into himself, meets his own twin brother and... well, the weirdness continues right up to the exciting end..."

Er, yes. Quite. But although the mystical mumbo-jumbo has changed, the graphics, the sound effects and the basic game mechanics are practically the same. Like the previous Alone games, and indeed like Ecstatica and Little Big Adventure, you move Carnby around the town using the cursor keys. You can fight, search and push objects, and any other actions are performed automatically if a situation demands it, i.e. opening a door if you're standing in front of one or pole-vaulting across a chasm if (a) there's a suitable hole and (b) you're running towards it with a 10ft-long stick.

"THIS IS THE THIRD AND FINAL CHAPTER OF THE ALONE IN THE DARK SERIES. THERE WILL BE A FOURTH GAME BUT IT WON'T BE CALLED ALONE IN THE DARK. IT'LL BE ALONE IN THE DARK: THE NEXT GENERATION..."

Beverly Gardner,
PR Manager,
Infogrames UK.

"30 people have been working on Alone 3," reveals Beverly, "and it's taken them eight months. In comparison, the first game took two years to develop and only five people worked on it. Alone 3 is a bigger game too. It has 270 high-resolution backgrounds, over 60 animated characters, flashbacks and over half-an-hour of digitised speech. All the books that you find in the game are read by actors and the game intro sequence has a CD quality soundtrack with voices, melodies and sound effects."

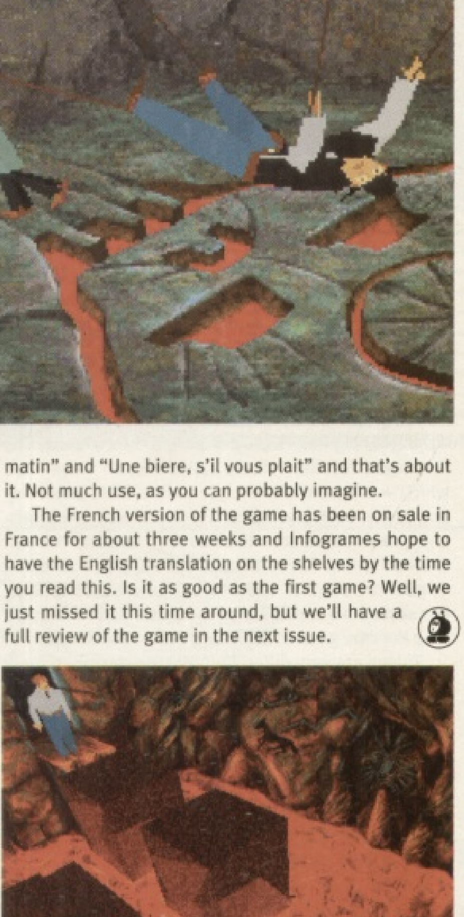
But although the mechanics of Alone 3 are identical to those in Alone 1 and 2, there are a number of useful enhancements over the first two games. For starters, Infogrames is very aware that there are a lot of new gamers coming into the PC market, and as such Alone 3, which will be available on CD-ROM only, has been made very easy to use.

Before you start a new game, you can choose any one of three difficulty levels. For example, on the Easy level, Carnby has more life points and can inflict more damage on his undead opponents, while the zombies are fairly feeble and inflict less damage. On the Normal level, everything is equal and you take your chances in combat, while on the Hard level, the easy setup is reversed — Carnby has less life points and fairly weak attacks, while attacks from his opponents are slightly more deadly and effective.

In addition, Alone 3 also features an overhead map so you can orientate yourself in the town; the open/search command (missing from Alone 2) has been reintroduced, allowing you to rifle through cupboards and peek inside chests and boxes; the animation and the frame rate has been slightly improved; and finally Infogrames has also included a number of pre-saved games for you to try just in case you're finding things a bit too difficult.

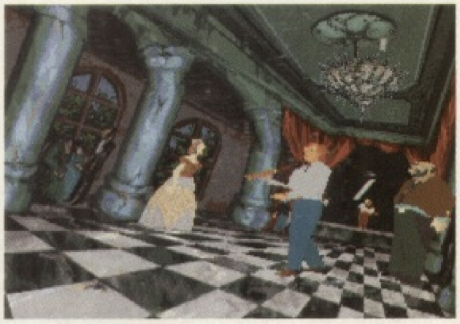
Okay, as you might have guessed — and as you can no doubt see — Alone 3 isn't a radical departure from the other two games. The game engine hasn't really changed that much either. But, although you could say that it's just Alone In The Dark with cowboys, with the return to the tense atmosphere of the original game, it looks and sounds very impressive indeed. If only I hadn't given up French after my A-Levels then I might have had a better idea of what was going on. Unfortunately, I'm limited to "Je vais au cinema ce matin" and "Une biere, s'il vous plait" and that's about it. Not much use, as you can probably imagine.

The French version of the game has been on sale in France for about three weeks and Infogrames hope to have the English translation on the shelves by the time you read this. Is it as good as the first game? Well, we just missed it this time around, but we'll have a full review of the game in the next issue.



(Above) Just when you thought that it couldn't get any worse, you've got to jump over these blocks that rise out of the lava.

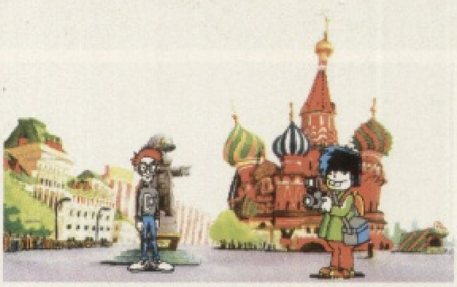
(Below) In the Town Hall the zombies are having a ball, with sandwiches, cold meats, vol au vents and even live music.

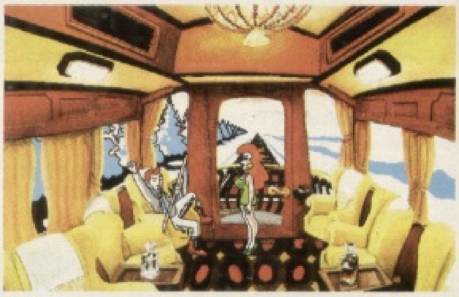


# Marx *Out Of 10?*

**It's big — but it's not red, as Alex Simmons discovered when Core Design unveiled the new graphic adventure from infamous Italian developers, Dynabyte.**

| | |
|---|---|
| GAME | THE BIG RED ADVENTURE |
| PUBLISHER | CORE DESIGN |
| DEVELOPER | DYNABYTE |
| WORK *STARTED* | DECEMBER 1993 |
| DUE FOR *COMPLETION* | JANUARY 1995 |





**Who doesn't like the LucasArts adventures? Even Core Design's operations director Adrian Smith admits he loved them, so it's hardly surprisingly he's drooling over Core's latest acquisition, a Day Of The Tentacle-style game titled The Big Red Adventure.**

Programmed by the Italian development team Dynabyte, Big Red is the company's third project. The first was a low-key release called Nippon Safes, Inc., which was essentially the prequel to BRA. Their second game, Late Night Sexy TV Show, was, unsurprisingly, never released in this country, although the sex-crazed Italians loved Virtual Vera and her amazing Orgasmatron. For the almost sex-free Big Red, Dynabyte have crawled from the gutter and have opted for a ker-razy graphic adventure set in New Russia.

Things are very different in this Western-ised modern-day USSR. Capitalism has replaced Communism, and KGB TV, McRomanovs (the Russian equivalent of McDonalds), Lenintendo and the Super Marx Brothers (geddit?) are all commonplace in New Russia.

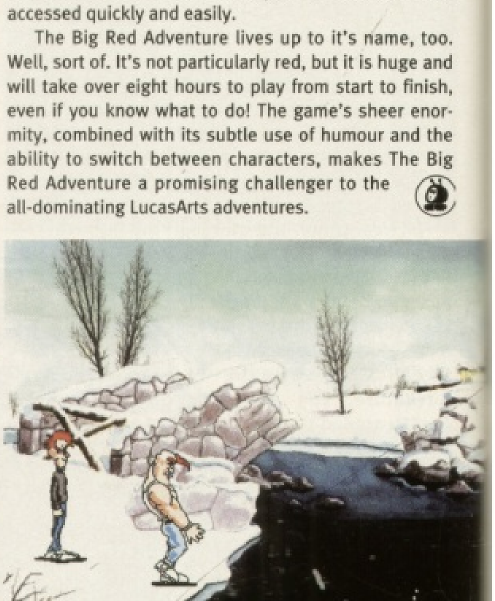
The Big Red Adventure features three characters; a techno-nerd named Doug Nuts, an ex-boxer called Dino Fagioli and lastly Donna Fatale, a buxom redhead with a sordid past. At some stage or another, each of the characters will step into the spotlight, but initially you assume control of Dino. Each character has their own objective in the game, Dino's being to find his way to the port of Stokafisburgo (eh?) where a ship awaits his arrival. Like most adventures, this is done by talking to other people, using objects and solving a whole load of puzzles.

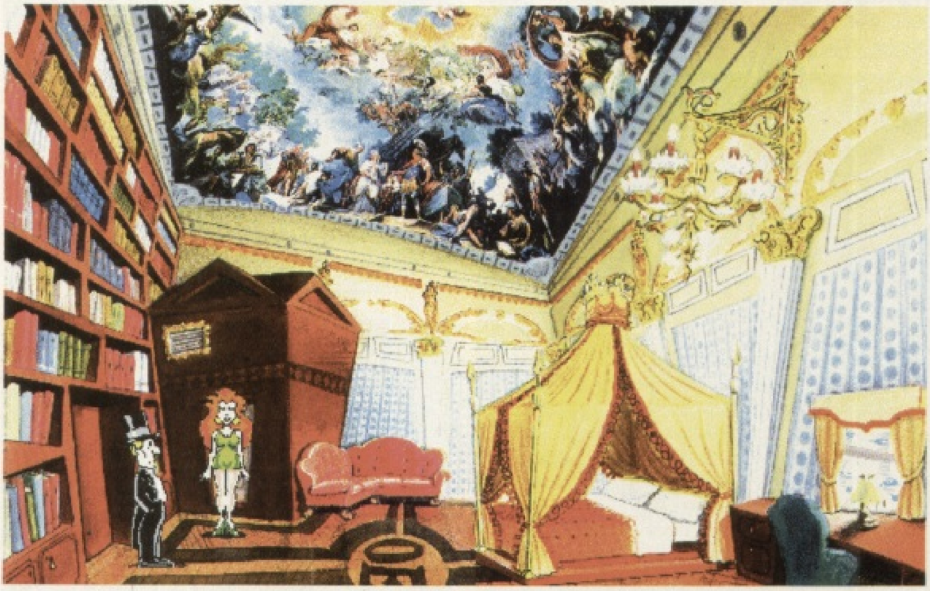
The game is quite unique though, as a lot of the puzzles can be solved in more than one way. Here's an example. A drunken bum sits atop a wooden crate, the contents of which are vital to Dino's quest. The drunk, stubborn git that he is, has refused to move unless you give him a barrel of rum. Now there's two ways of getting the booze. The first is to visit the local store and purchase the rum with the winnings of the weight-lifting competition. Alternatively you can create a 'fake' barrel of booze by filling the empty barrel with water, and then scrawling 'Rhum' on the side. Amazingly, the drunk will fall for this pathetic trick, and will hand over the crate.

Ultimately, Dino must ride the Orient Express to reach his final destination. Uncannily Doug also ends up on the Orient Express, after the player has guided the geek through Red Square after nabbing the priceless Czar's crown from the Kremlin. The game automatically switches between characters and, when their paths cross on the Orient Express, the split storyline merges into one and the strange secret at the heart of the game can finally be discovered.

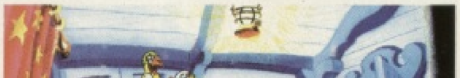
Even though The Big Red Adventure is still in development, it's visually impressive, using colourful scrolling Super VGA backdrops and smoothly-animated character sprites. The intuitive icon control system (which is a cross between those seen in LucasArts and Sierra adventures) proves simple to use too, and basic commands such as 'Pick Up' and 'Talk' can be accessed quickly and easily.

The Big Red Adventure lives up to it's name, too. Well, sort of. It's not particularly red, but it is huge and will take over eight hours to play from start to finish, even if you know what to do! The game's sheer enormity, combined with its subtle use of humour and the ability to switch between characters, makes The Big Red Adventure a promising challenger to the all-dominating LucasArts adventures.





The Big Red Adventure is visually wonderful, using colourful SVGA to create the game's detailed backdrops. Check out the Michelangelo Sistine chapel painting that's been mapped onto the ceiling!



During the game you get to play as three different characters, including Doug, Dino and dirty Donna.

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# Slime Time

**Having an unrational fear of worms, Alex Simmons tries to overcome his phobia by directly confronting Team 17's zany arcade/strategy game.**

| | |
|---|---|
| GAME | WORMS |
| PUBLISHER | TEAM 17 |
| DEVELOPER | ANDY DAVISON |
| WORK *STARTED* | FOUR YEARS AGO! |
| DUE FOR *COMPLETION* | APRIL 1995 |

**Worms is certainly different, that much can be said. After years in development, what Team 17 have finally ended up with is a unique blend of Lemmings and Cannon Fodder. And very odd it is too.**

Intially cast into the blinding light of day some four years ago, Worms is the brainchild of Andy Davison. At the time Davison worked in a Bournemouth computer store and used to play the game during his lunch hour, but after much persuasion from his colleagues he finally plucked up the courage to take his work along to last Autumn's European Computer Trade Show. Team 17 caught a brief glimpse of the game and promptly snapped it up. A few tweaks and changes later, Andy is currently adding the final touches to what Team 17 are confidently calling the most playable game of 1995.

Due for release in April, Worms is one hell of a crazy game. As Andy was unavailable for comment (he's only allowed out on Tuesdays and Thursdays), we spoke to Alan Bunker, Team 17's media manager, who explained the theory behind the game. "Lemmings and Cannon Fodder proved you don't need state-of-the-art 3D rendered graphics to launch a game into superstardom. These games proved that huge success can be attained from sheer playability and engrossing gameplay. Worms will reinforce this argument a hundred times over."

That's all very well, but what's it all about? Bunker answers: "Four platoons of worms battle it out against each other over a multi-directional scrolling landscape and the winner is the person who has a worm surviving at the end of the fracas."

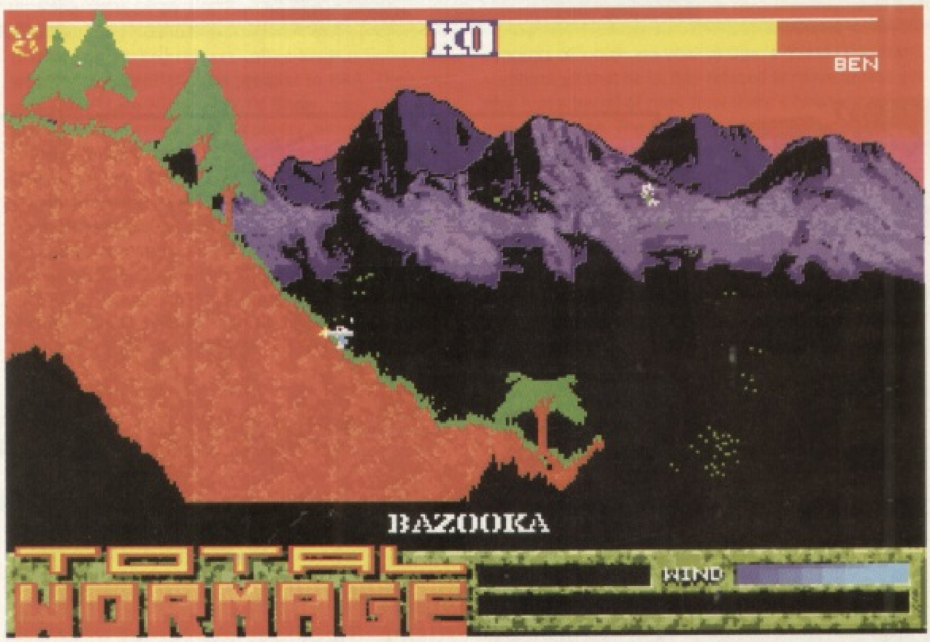
The worms are equipped with all sorts of weapons, including bazookas, homing missiles, cluster bombs, Uzis, dynamite, grenades... the list goes is almost endless. There's only a couple of each weapon though, to prevent the thoughtless gung-ho gamers fro simply nuking everything in sight.

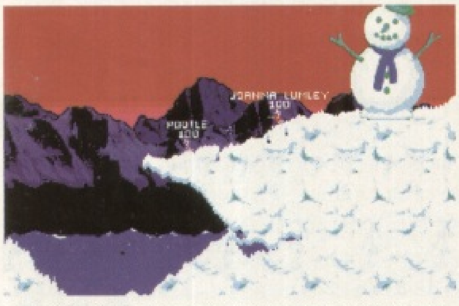
Each worm is given a time limit in which to find and attack the enemy, by running manically around each landscape, weapons at the ready. With the target in sight, it's simply a case of aiming up, pulling the trigger and crossing your fingers. A direct hit will often kill a worm outright, but a near miss will only wound the slimy soldier.

There are other ways of engaging the enemy, as Alan Bunker explains: "Worms can also dragon punch and throw fireballs in close combat, or call in air strikes on enemy positions. The worms have finishing moves too, so when you've zapped an enemy worm you'll sometimes have the option of killing your opponent in style by means of a chainsaw, baseball bat, paraffin and loads of other moves!"

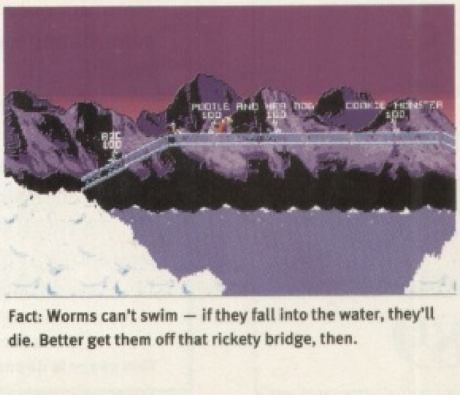
Even though gameplay primarily consists of shooting your opponent, the game is far from repetitive, as Alan Bunker was keen to stress. "Each landscape is randomly generated and can feature anything from forestry to icy wastes to space. What's more, each scenario will contain features and attributes specific to the land." Additionally, you'll be able to replay any terrain which proved particularly exciting, just by making a note of the level password.

The game can be played by up to 16 players (controlling a single worm each) which proves tremendous fun. Don't take our word for it, though — just listen to what Marcus Dyson, Team 17's project manager, had to say: "Worms is the most stupid game ever, it's bloody wormderful [Hmm, quite]. If this game doesn't send you into fits of orgasmic merriment then you don't deserve to be part of Wormkind [*what?*]. Worms is violent, Worms is witty. Just don't tell anyone you've got worms or you could be in for a rather painful operation". Yes, well, I'll have a pint of whatever he's drinking, please barman.

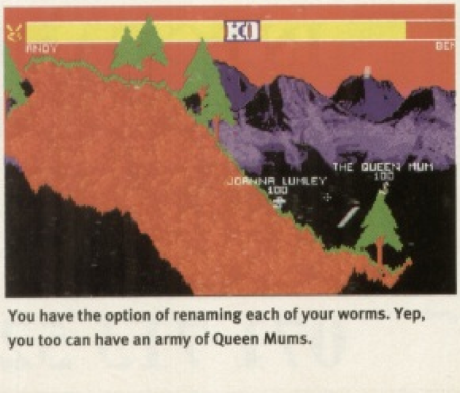




Each of the landscapes in Worms is randomly generated, and the game is therefore capable of creating millions of terrains.



Fact: Worms can't swim — if they fall into the water, they'll die. Better get them off that rickety bridge, then.



You have the option of renaming each of your worms. Yep, you too can have an army of Queen Mums.

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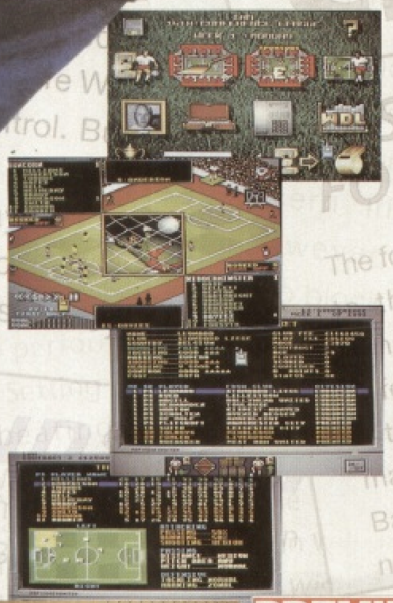

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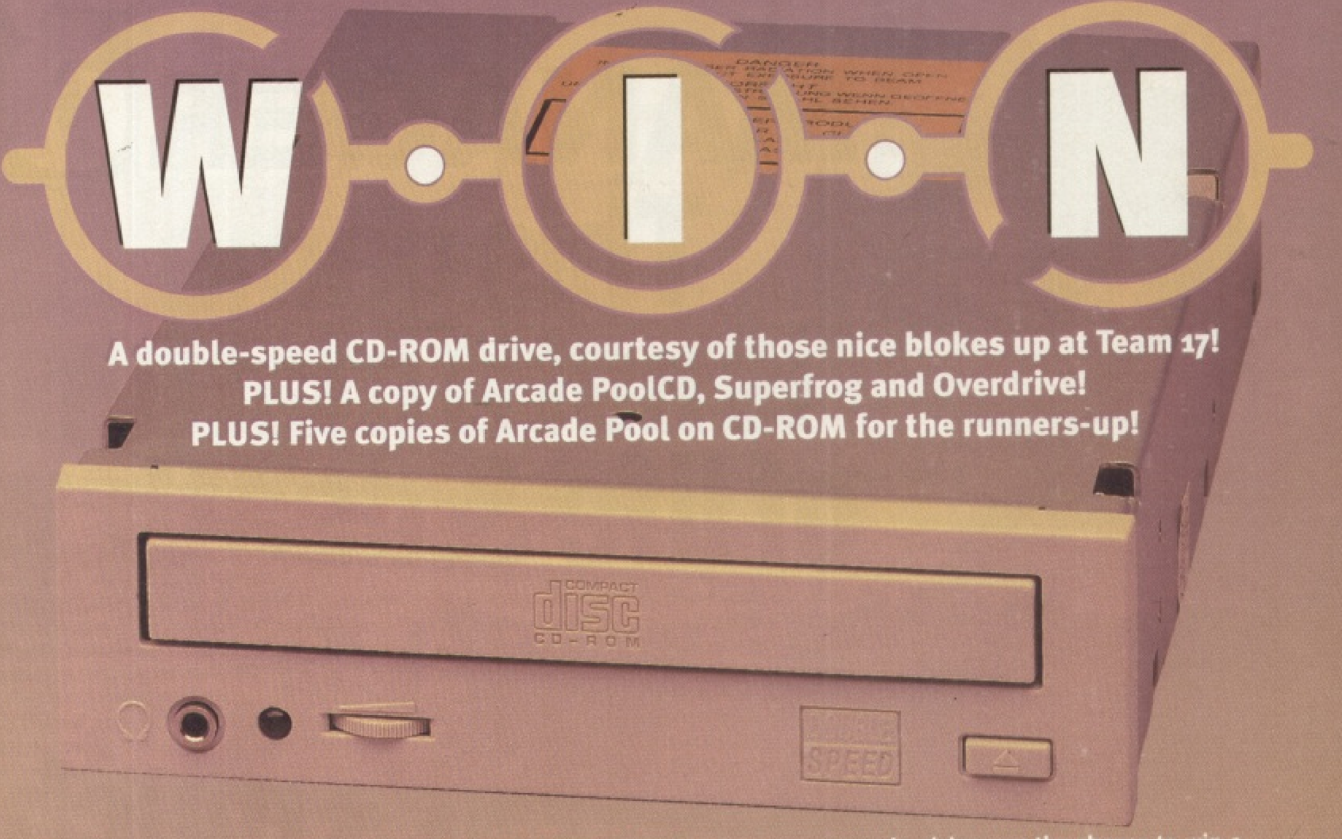

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* * *

### How To Enter

It's easy. Just read the three questions below, answer them as best you can, and then write down your answers on the back of a postcard or sealed envelope. For example, if you think that the answer to Question 1 is 'East 17', then write 1 (a) on your entry. There, I told you it was easy. When you've answered all three questions, send your entry to us at: Team 17 CD Compo, PC GAMES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. All entries must reach us by the 5th of February 1995, when the winner will be drawn by a special guest star — if we can't get anybody famous, it will actually be drawn by Dave Kelsall, but we'll try our best to avoid this if we can.

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   (c) 7

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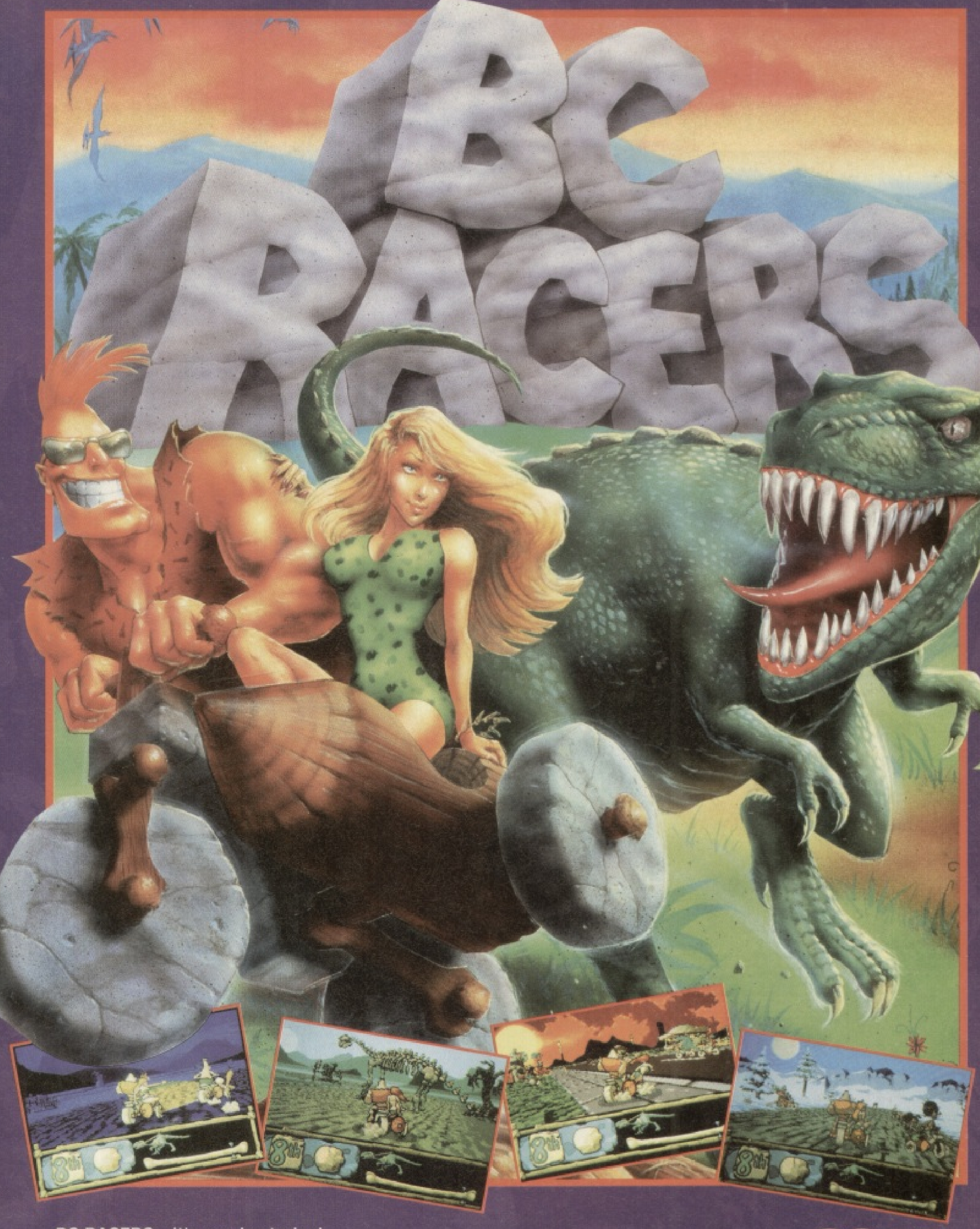

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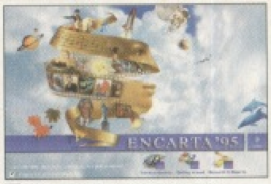

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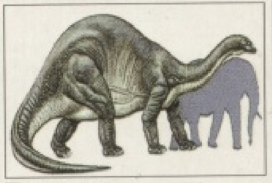

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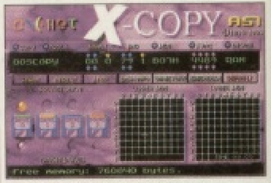

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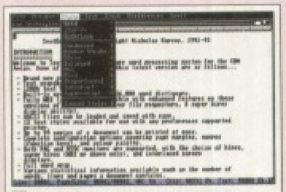

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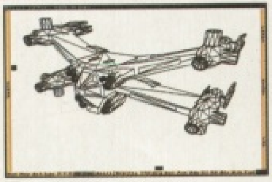

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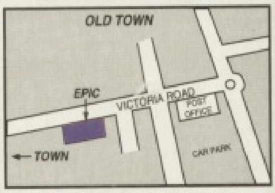

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# reviews

The astounding Wing Commander 3: Heart Of The Tiger kicks off our first games selection of 1995. Can you think of a better way to start the New Year...?

## Reviewed On CD

| | | |
|---|---|---|
| Aces Of The Deep | Sierra | 74 |
| Commander Blood | Mindscape | 52 |
| Cyberia | Interplay | 60 |
| Death Gate | Accolade | 64 |
| Dragon Lore | Mindscape | 66 |
| Fleet Defender Gold | MicroProse | 74 |
| FPS: Football Pro '95 | Sierra | 74 |
| NASCAR Racing | Virgin | 58 |
| Rise Of The Robots | Mirage | 72 |
| Voyeur | Interplay | 70 |
| WarCraft: Orcs & Humans | Interplay | 54 |
| Wing Commander 3 | Origin | 46 |

## Reviewed On Disk

| | | |
|---|---|---|
| BlackThorne | Interplay | 56 |
| Fantasy Manager | Playtime | 62 |
| Power Drive | US Gold | 68 |
| Ultimate Body Blows | Team 17 | 62 |

**The coveted PC GAMES STAR** is awarded to any game scoring 90% or over, indicating that the game in question is an essential addition to any games-player's software collection.

PC GAMES STAR

## HOW WE DO WHAT WE DO...

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Then we compare the big games with another of similar type in the 'It's A Bit Like...' panel. Typically this will be the best game in its genre so you'll probably be pretty familiar with it, thus giving you a handy point of reference.

The whole PC GAMES team plays every game reviewed and, although only one person's name appears on each review, the criticisms and Overall mark reflect all of our combined opinions, hopefully giving you a balanced view. Should any team member disagree violently with the rest, his comments will appear in a special box in the review.

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The game's good and bad points, which are basically a concise summary of the criticisms made in the main review.

***THE GOOD...***

- At last — an 'interactive movie' that actually looks like a movie.
- The dogfighting is tense, exciting and looks fabulous.
- Intriguing plot that keep you hooked from the start.
- Superb SVGA graphics and excellent sound.

***...AND THE BAD***

- Needs a monster PC to run at anything near a playable speed.
- The missions lack depth and variety.

The Overall Score. We don't see any point in ratings for playability and all that other stuff — you get one mark to sum everything up and that's it.

*Overall*

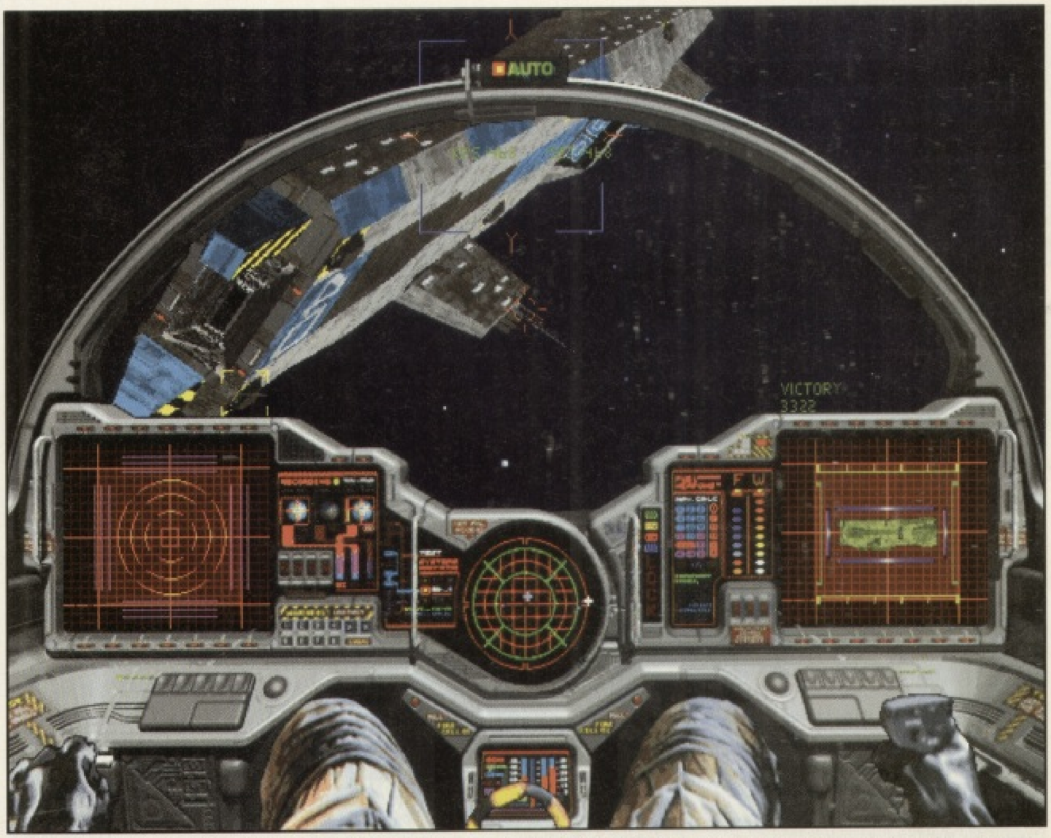
**92%**

review

PC GAMES STAR

# WING COMMANDER 3

## David Upchurch fights the good fight with Luke Skywalker at his side in Origin's sci-fi super-sequel.



Ah, home sweet home — your carrier, the TCS Victory, as seen from space. If you find the cockpit view too restricting, you can toggle on a HUD mode which removes any clutter and leaves only the vital instruments on-screen.

**A games machine, no matter how many MIPS its processor can handle or billions of colours it can bung onto the screen, is no good without great games. And every successful computer or console has a game that first establishes it as a 'player' in the market, a unique, ground-breaking title that says to games fanatics everywhere: "Look, forget those other machines — buy me and you can play *this*". The Megadrive had Sonic The Hedgehog, the Super NES had Super MarioWorld, the Amiga had Kick Off 2 and the PC had Wing Commander...**

Back then, nobody had ever seen anything quite like Wing Commander. Its movie-style animated cutscenes, exciting 3D space dogfights and thrilling musical score that changed tempo with the on-screen action, set new standards in PC gaming. And, on top of all that, how well (or how badly) you performed in each mission directly affected the ongoing plot, something that for many (myself included) created a level of involvement never before experienced in a computer game.

Now, some five years later, comes Wing Commander 3: Heart Of The Tiger. Of course, these days many of the bells and whistles that made the first game such a hit are not so much commonplace as essential to a PC game's success. So, once again, Origin has upped the technological ante — and there can be no denying that, with its star-studded FMV movie sequences and eye-melting SVGA graphics, Wing 3 represents a giant leap forward in game presentation.

Wing 3's plot continues on directly from the end of Wing Commander 2. The galaxy-spanning war between the Terran Confederation and the Kilrathi Empire rages on. Unfortunately, however, things are not going too well for the Confeds, whose forces are on the run from a renewed Kilrathi counter-attack. To make matters worse, your old carrier, the TCS Concordia, lies nose down and derelict on a backwater planet, yet another victim of the violent conflict.

So, as the game begins, you (AKA Colonel Christopher Blair) are assigned to a new carrier, the TCS Victory, an ageing, battle-scarred rustbucket cruising the quieter sectors of Terran/Kilrathi-contested space. At first, you're none too happy with this new assignment, which feels suspiciously like a demotion, but events soon transpire which throw you right back into the thick of the action...

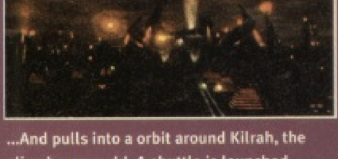
To give away too much of the plot would be unfair, as it's the way that the story twists and turns that keeps you hooked. To reveal any more would be like a film reviewer telling you to go and see Basic Instinct and then informing you of the identity of the killer (the butler did it, for the record).

Wing 3's basic structure remains identical to that of the previous Wing Commander games. Essentially it's a series of space combat missions pitting you against the Kilrathi forces, separated by quieter bits where you're free to wander around the TCS Victory and chat to the other pilots and officers in the bar and on the bridge.

However, unlike the previous games, the people you chat to do more than just look you straight in the eye, quiver their bottom lips, furrow their brows occasionally and spout combat tips at you. For a start, these sequences are video animations pulled off CD, and their technical quality surpasses those

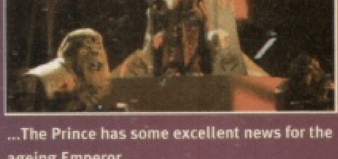
## The Saga *Begins*...

As the credits fade, a giant Kilrathi battlecruiser emerges from Hyperspace...



...And pulls into a orbit around Kilrah, the alien homeworld. A shuttle is launched...

...To carry the mighty Prince Thrakath to a special meeting in the Imperial Palace...



...The Prince has some excellent news for the ageing Emperor...

normally seen in today's so-called 'interactive movies'.

And the calibre of acting is far superior to what we're used to as well, with actors such as John Rhys-Davies, Malcolm McDowell and, of course, Mark Hamill (who plays Blair, and whose links with another famous and much-loved space epic pay dividends here) providing emotional depth and gravitas to the often cliched script. For once, this is an interactive movie that really does look and feel like a movie, and the game is all the better for it.

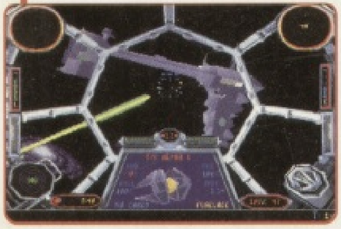
More importantly, from a gameplay point-of-view, you can now actually interact (albeit in a limited form) with the crew. At key points in a conversation you're given the option to choose how it develops. For example, when one of the pilots tells you he's heard that the Kilrathi are developing bio-weapons, you can choose either to believe him or not to believe him, and the conversation will progress accordingly. Choosing your responses wisely is vital, because what you say to your fellow crew members onboard the TCS Victory affects their morale and consequently how well they perform in battle.

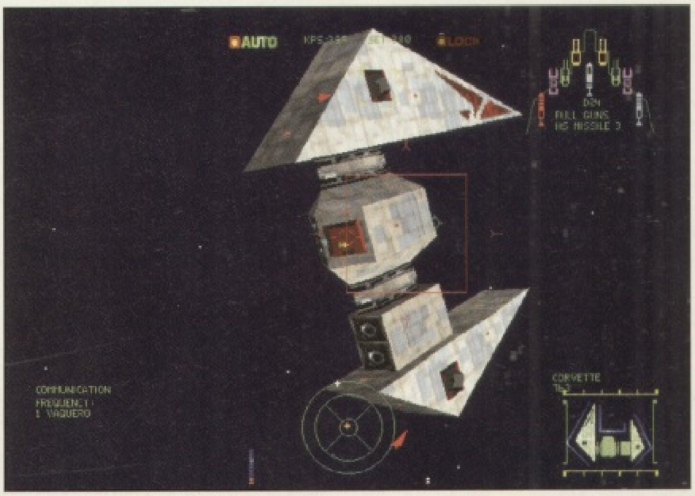
Eventually, when you've said all you want to say and you're ready for some action, you can pop down to the flight deck and check out the mission briefing which, again, is depicted using video footage. Another difference between Wing 3 and previous Wing Commander games is that you now get to select your wing(wo)man — which is where saying the right things in those morale-boosting (or morale-busting) pep talks becomes important.

Finally, having selected a ship to fly, you head off out into space for a confrontation with those killer cats, the Kilrathi. Again, these combat sequences conform to the Wing Commander tradition, with the player having to fly to several Navpoints, battling any enemy ships encountered and then returning safely to the TCS Victory. In Wing 3 the

## It's a bit like...

**...TIE Fighter, which is considered by many to be THE space combat game (although I prefer X-Wing). But while TIE Fighter has the advantage of an authentic Star Wars atmosphere and greater depth to its missions, Wing 3's superb film sequences and stunning SVGA combat more than compensate — and it stars the real Luke Skywalker, Mark Hamill himself, too! What more could you possibly ask for?**





**In Wing 3, you can now fly right in close to the big ships without them dissolving into a mass of fuzzy pixels, and even target and shoot off their gun turrets!**

## I Wanna *Play!*

Well, sorry, but if you've got anything less than a 50MHz 486 DX2, you can't. Yes, the downside of Wing 3 for your average British PC gamer is that it's unlikely your PC will be able to handle it. To run the game at anything near its best, Origin recommend a 60MHz Pentium or better. Oh, and one that's fitted with 8Mb RAM.

And they're not joking. Since we lack a Pentium in the office (see? It's not all wine and roses on the games mags), I attempted running Wing 3 on my humble but trusty 33MHz 486 DX2. I switched everything — movie sequences, static screens and 3D graphics — to crumbly old VGA and downloaded as many of the game's files onto my hard drive as I could, but even then the game ran like a dog with a bad leg.

Although the video stuff was fine and the space combat was generally *okay* (although it got very sluggish when more than one Kilrathi fighter was on-screen at once), the loading times were simply ludicrous — just moving from screen to screen onboard the TCS Victory took thirty seconds or so, while the delay between accepting a mission and actually getting into space was a whopping *seven* minutes!

As you can imagine, these breaks in the game's continuity absolutely ruin the atmosphere. Worse, they cripple the will of even the most ardent Wing fan to persevere on the tougher missions, in which you can get blown out of the sky within seconds of taking off... only to have to wait an aeon before you can have another go.

Fortunately, I managed to get my hands on a 60MHz Pentium and the difference was (literally) amazing. Everything flowed seamlessly, and it took less than a minute to get airborne. If you're a 33MHz 486-owning fan of the series and are tempted to buy Wing 3 (as I would be), don't — you'll hate it, and you'll have wasted your money. And, to be honest, even if I had a 50MHz 486 I'd still give it a test drive before parting with my cash...

If my experiences with Wing 3 on a 33MHz 486 have taught me anything, it's that I want a Pentium — and I want it NOW!

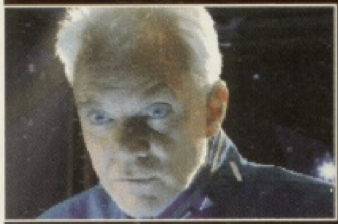
## Star

**It's Luke Skywalker! Actually, no, it's not — it's Colonel Christopher Blair, the hero.**

**Maniac is Blair's fast-talking rival in both combat and love.**

**Paladin, Blair's long-time comrade, pops up briefly during Wing 3's impressive intro.**

**Flint is a fine pilot whose hot-headedness soon lands her into trouble.**



**Admiral Tolwyn is the cool and enigmatic commander of the forces in your sector.**

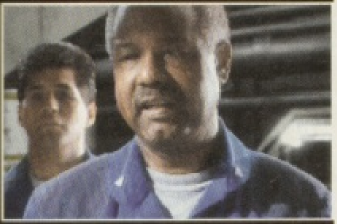
**...Some pathetic humans who attacked a Kilrathi base have been captured...**

**...Having surrendered, they are not even worth interrogating, and are duly executed...**

**...Only Angel fought against capture, so she was not terminated with the rest...**

**...Instead, she, Prince Thrakath reveals, his fangs bared, will enjoy a *warrior's* fate...**

# r Studded!



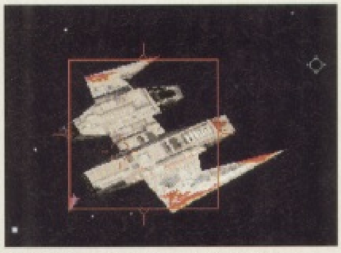
Eisen commands the TCS Victory. He is, as they say, harsh but fair.

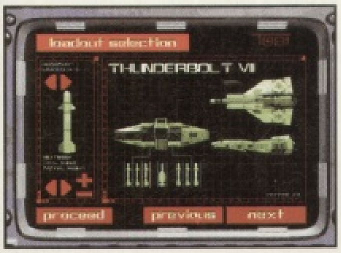
Hobbes defected to the Confederation in WC 2. He's not trusted by many of the pilots.

Rollins operates the Victory's comms desk, making him a good source of gossip.

Rachel is the only one on the Victory with a first name. She's also the ship's technician.

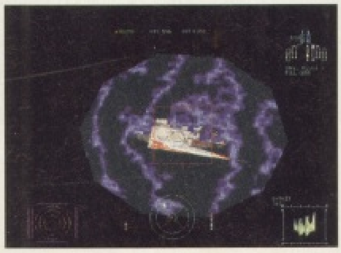
Cobra keeps herself to herself, and has personal reasons for hating the Kilrathi.

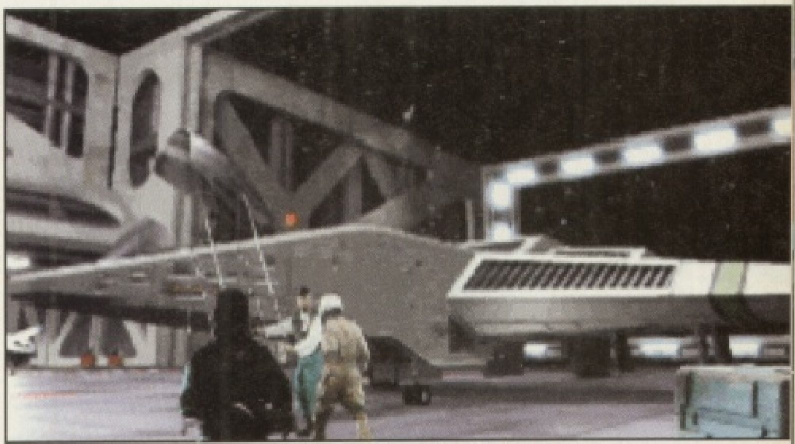




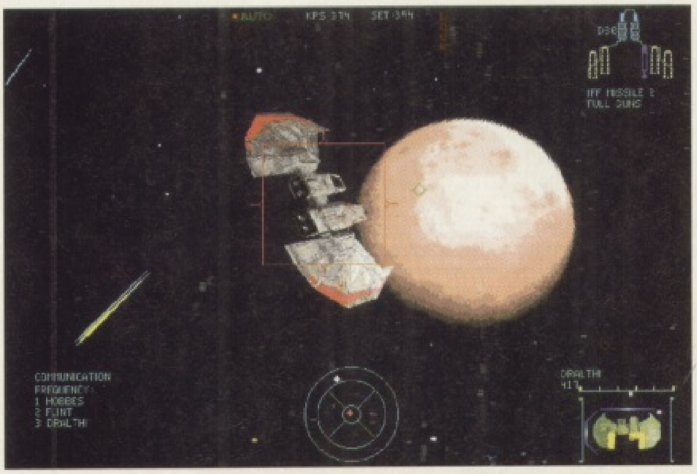
(Above) The detail on the ships is *amazing*. (Below) Before most of the missions you're allowed to pick which ship to take out, and you can also modify its weapons payload.

(Below) You can easily tell when you've hit a Kilrathi ship — its shield will flare up briefly. The scanner in the corner of the screen will then show you what you've damaged.





(Above) Wing 3 is full of spectacular full-motion video cutscenes. However, as good as they are, you'll get bored of them once you've seen them more than three or four times.

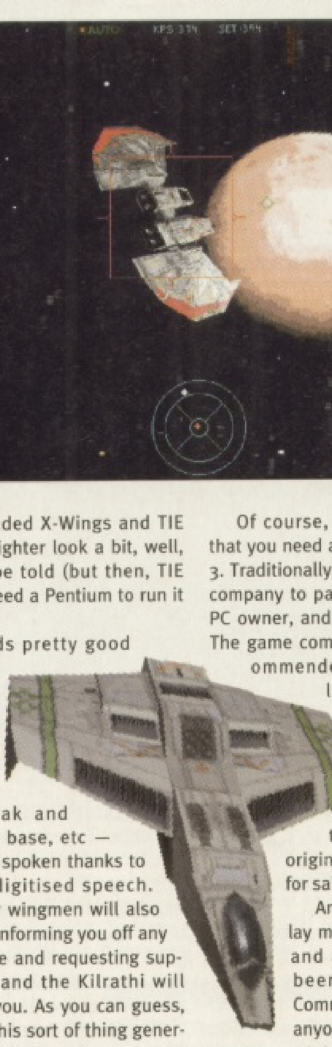


accent is on action, pure and simple — the flight controls are very basic, and you really don't need to be a sim head to play the game.

Although some of the missions are slightly more complex — in one you might have to escort a freighter to a Hyperspace Jump point, protecting it from Kilrathi attack, while in another you might have to destroy some plague-carrying missiles before they enter a planet's atmosphere — on the whole it's simply a case of 'get them before they get you'. In theory this could be quite boring, but in practice it's wonderfully exciting. To be honest, everything moves so fast and you're so busy trying to stay alive that you just don't have *time* to get bored.

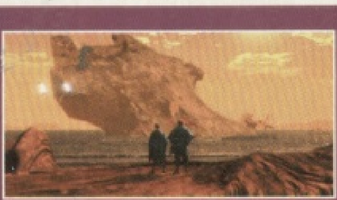
And everything looks so *gorgeous* too. Those smooth-moving, fully texture-mapped SVGA spaceships just have to be seen to be believed. They make the Gouraud-shaded X-Wings and TIE Bombers in TIE Fighter look a bit, well, *sad*, if truth to be told (but then, TIE Fighter doesn't need a Pentium to run it at full whack).

It also sounds pretty good too. You can communicate with your wingmen and give them specific orders — attack my target, break and attack, return to base, etc — and these are all spoken thanks to the miracle of digitised speech. Even better, your wingmen will also talk back to you, informing you off any kills they've made and requesting support if needed, and the Kilrathi will curse and taunt you. As you can guess, the atmosphere this sort of thing generates is phenomenal...



Of course, it goes without saying that you need a monster PC to run Wing 3. Traditionally, Origin has never been a company to pander to the less-affluent PC owner, and Wing 3 is no exception. The game comes heavily 'Pentium recommended', while anyone with less than a 50MHz 486 DX2 can bog off, basically. Indeed, it's a game, one suspects, that Intel are hoping will do for sales of the Pentium what the original Wing Commander did for sales of the 386.

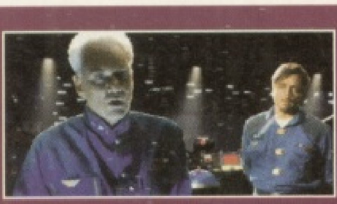
And, chances are, it will. I'll lay my cards on the table now and admit that I've always been a fan of the Wing Commander series, but I defy anyone to play Wing 3 and not come away totally awestruck, enthralled



The scene cuts to Blair and Paladin, as they survey the wreckage of the TCS Concordia...

...Blair wonders what happened to Angel, his girlfriend. Sadly, Paladin has no answers...

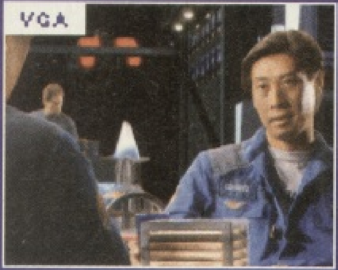
...Shortly afterwards, Blair is summoned to the Confederation's base orbiting Jupiter...

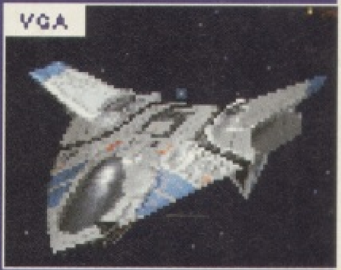


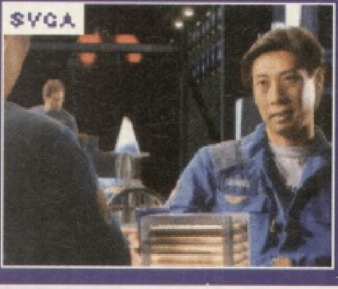
...There, Admiral Tolwyn informs Blair that he's been assigned to the TCS Victory...

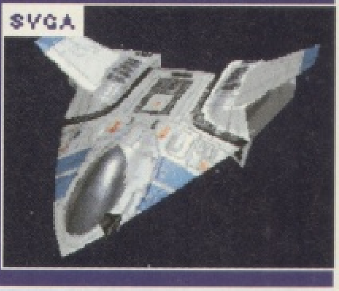
## What *A Super Difference!*

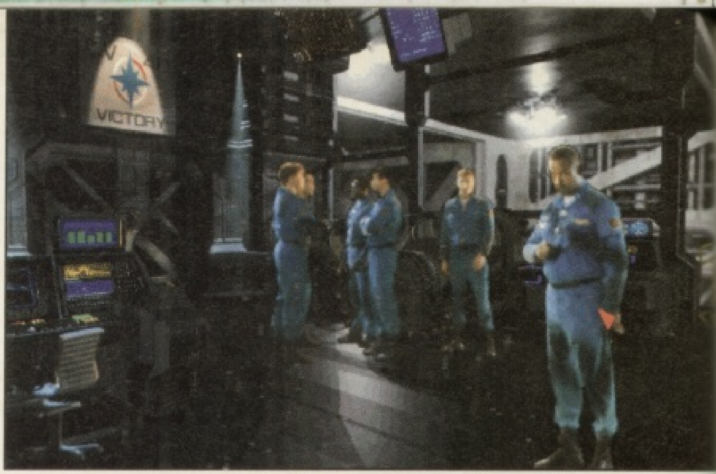
Depending on the power of your PC, Wing 3 can be played in either VGA or SVGA. And if you want to know what a difference that makes to the look of the game, just have a gander at these screenshots...





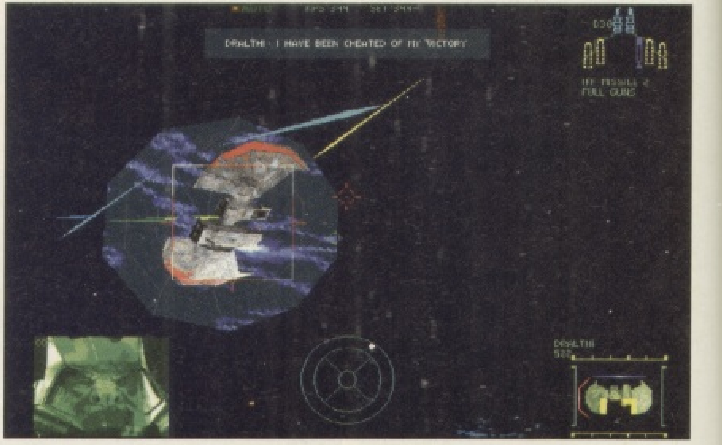




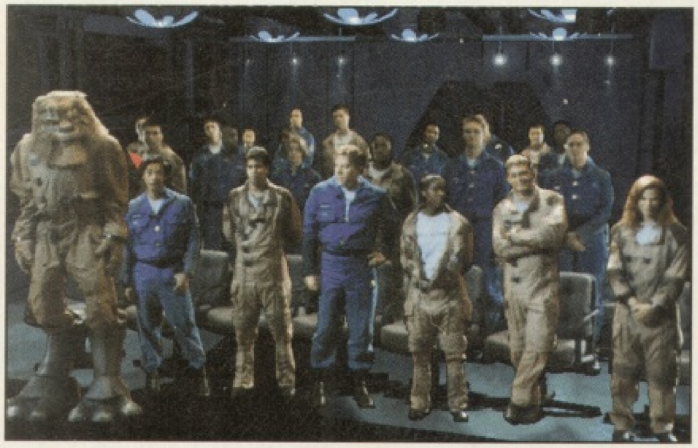


(Above) As you wander around the TCS Victory, you'll often bump into your fellow crewmen. By clicking on them with the pointer, you can launch into a conversation.

(Below) The chitter-chatter between both friendly and enemy pilots adds much to the game.



(Below) After the briefing, you personally get to select your wingman — or wingwoman.



and addicted. It's a marvellous, exhilarating game that, as soon as it gets its hooks into you, will carry you along breathlessly to the end. For once, all the hype is completely justified.

True, there will be some who'll complain that, presentation aside, Wing 3 is really no advance on the previous Wing Commander games, that it's nothing more than the first Wing Commander game updated for the 90s — and, to some extent, they're right. The increased interaction with the crew, though welcome, is hardly earth-shattering, and the missions, though exciting, are essentially nothing more than a series of 3D shoot-'em-up dogfights, which are seriously lacking in depth and complexity, especially when compared to something like TIE Fighter.

One thing I would personally have liked to have seen is some missions in which you attacked targets on a planet surface. It's rumoured that this does indeed happen right at the end of the game, when you and the Confed forces make a last ditch strike on the Kilrah. But having not completed the game (an event that I can't see happening for several weeks yet) I can't verify this.

But the strength of the previous Wing Commander games has always been their atmosphere — and that's something Wing 3 also has, in vast and hugely enjoyable abundance. It sounds a bit sad, I know, but you really do get involved with the plot and begin to care deeply about what happens to the various characters aboard the TCS Victory. And the urge to play through to the game's climax and see how the plot pans out is immense.

If you've got a machine that can handle it properly (and by that I recommend at least a 60MHz Pentium), then Wing Commander 3 is, without a shadow of a doubt, a 'must have' game. If the rest of 1995's releases come up to this standard, then PC gamesplayers are in for the best year of their lives.

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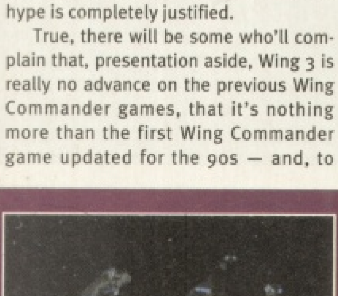
### *...AND THE BAD*

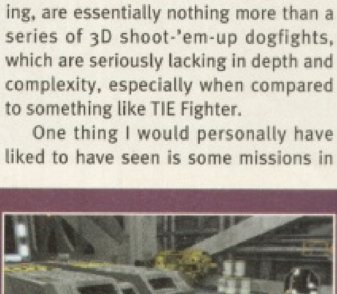
- Needs a monster PC to run at anything near a playable speed.
- The missions lack depth and variety.

**Overall**

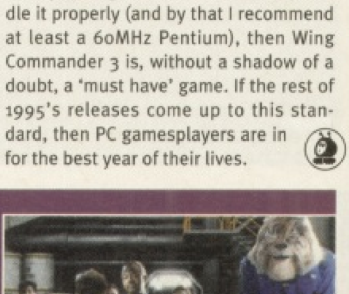
**92%**



...The Victory, an ancient rustbucket of a ship, isn't quite what Blair's used to...



...When his shuttle finally docks, there's a welcoming party there ready to greet him...



...Namely, Eisen, the carrier's commander, and Hobbes, an old pal. The game begins...

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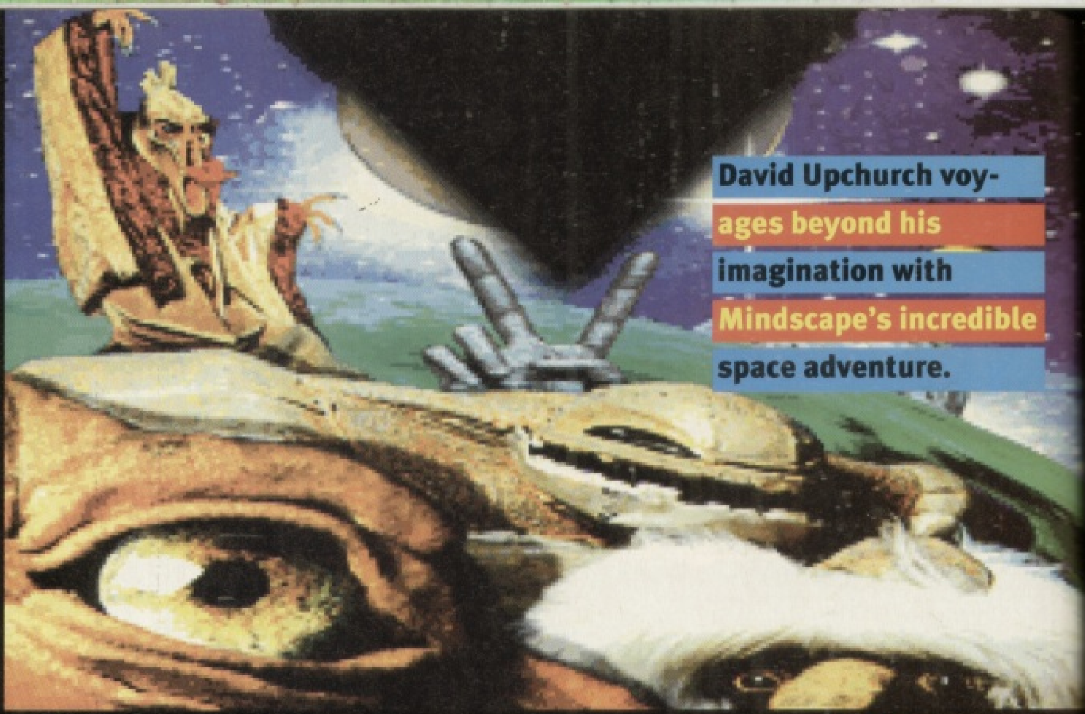


David Upchurch voyages beyond his imagination with Mindscape's incredible space adventure.

# Commander Blood CD

**Ooh, I feel a bit strange. I think I'd better sit down for a while until I recover. Maybe a stiff drink will help... Ah, that's better. Much better. I apologise for all this, readers — believe me, I'm not normally one to turn to the solace of the bottle after reviewing a game. But having 'experienced' Commander Blood, I need something to bring me back down to earth again.**

In short, Commander Blood is the weirdest game I think I have ever played. It can most simply be classified as a sort of space-faring graphic adventure, but that brief description doesn't even begin to do the game justice. And frankly, I don't feel that the words even exist to describe just how mind-bogglingly bizarre and downright strange it really is.

Let me put it this way: Imagine the sort of game that would result if the programmer of Frontier, the guys at LucasArts, and the special effects expects from Dr Who all got together and spent a few months smoking 'funny cigarettes'... Yup, Commander Blood is *that* weird — only more so.

Commander Blood is the sequel to Captain Blood, an equally strange game which appeared on the Atari ST some five or so years ago. Both games centre around space exploration and making contact with aliens, but Commander Blood benefits from the multimedia bells-'n'-whistles that only a CD hooked up to a high-powered PC can provide.

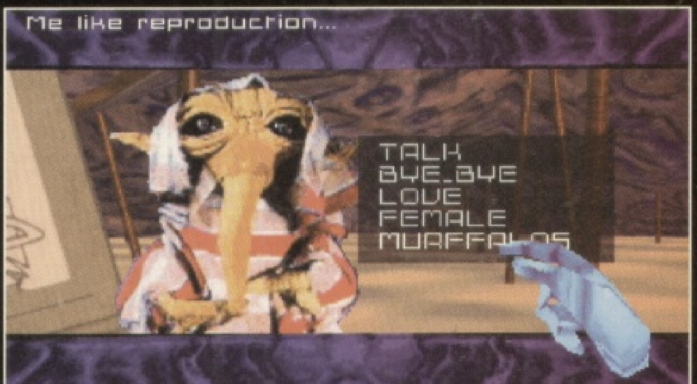
In the game you play Commander Blood himself, a famous space explorer and lone pilot of the mighty Ark, a vast bio-mechanical spaceship which slowly cruises through the space. Actually, you're not totally alone. For starters you've got Honk, the Ark's on-board computer, to chat to — he's on-hand throughout the game to offer you advice and some light comic relief.

And then there's Bob Morlock, the most ancient creature in the Universe, who lies deep-frozen in the Ark's spacious cryogenic chambers. Thirsty for knowledge, Bob wants to jump back in time to see the Big Bang, the massive primordial explosion from which the Universe was created — and he's decided that you're the man to help him do it. Unfortunately, the only known way to time-travel is to pass through Black Holes, massive tears in space-time continuum. And the problem with Black Holes is that (as their name would suggest) they're black, rendering them invisible against the dark backdrop of space.

Thus you must travel between worlds, chatting to the alien inhabitants on each, in a hunt for the precise galactic coordinates of those elusive Holes. Of course, the aliens are not going to give up such highly-valuable information without getting something in return, say, passage to another planet or some food. And to lay your hands on some food you might have to cut a deal with other aliens for something that they want. Get the idea?

By now you're probably thinking: "Yeah, alright, so the plot's a little unusual, but it doesn't sound that strange. What is that old idiot Upchurch on about?" But that's because we've only begun to scratch the surface of Commander Blood's complete and utter weirdness.

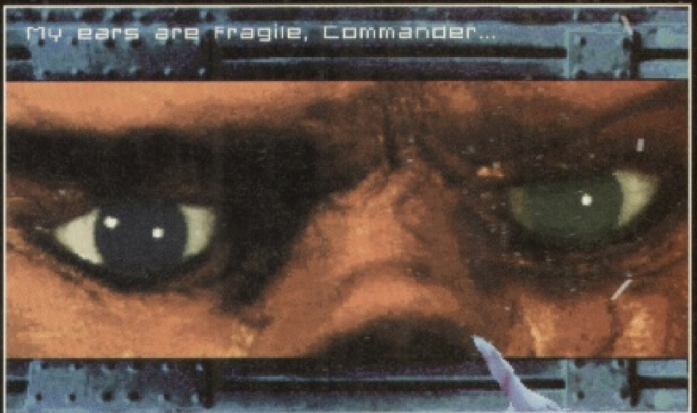
I mean, take the aliens you meet. Rather than being your traditional hand-drawn graphics whose bottom lips quiver frantically when they talk (a la Wing Commander),



Me like reproduction...

(Above) Izwalito is one of the first aliens you meet, and he and his kind are suffering from a severe food shortage. Will you be able to help him out?

(Below) Bob Morlock, your employer, is the Universe's oldest inhabitant. You can wake him from his Cryo-sleep if you need advice — but don't do it too often.



My ears are fragile, Commander...

they're a combination of rendered animations and full-motion video of actors in tacky costumes.

And what they say doesn't always make a heck of a lot of sense either. Commander Blood's conversation system is based around keywords. When you start a chat, a menu of words — "Hello", "Friend", "Blood", etc — appears, and you select the one that seems most relevant to the situation (often a matter of total guesswork). The alien will then reply in the staccato way that all aliens do (i.e. "Me Izwalito. You be friend. We starve." and so on).

The game then automatically picks out 'key words' from the alien's speech, and adds them to your list. In the example above, you could now ask the alien about things like "Izwalito" and "Starve", for instance. A lot of these topics are red herrings, but pick the right one and you can get loads of valuable information, although often you'll still have to think hard to decipher exactly what the syntax-challenged xenomorphs are on about.

And then there's the ultra-peculiar Bionium hunt sub-game. You see, Honk needs Bionium to power his computer processors and, whenever his supplies run low, you have to voyage deep into Cyberspace and find some for him. This entails guiding a giant floating hand around a 3D virtual space, in an attempt to 'pluck' scales from the 'Cybersnakes' who writhe through Cyberspace.

Once you've got a scale, you then have to place it on the bellies of the giant 'Cybermantas', who convert the scales into Bionium. This task would all be quite straightforward were it not for the Cyberbees who whizz around the ether — if you collide with one of them, you'll lose your precious snake scale. This may all sound extremely Cybersilly (and it is) but it's quite enjoyable nonetheless, although the fun begins to wear a little thin after about the third or fourth time attempt.

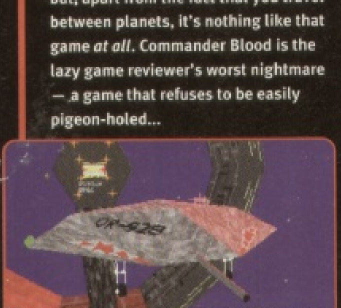
Hopefully it's all becoming clear now. Commander Blood isn't just a little strange, like a slightly eccentric but relatively harmless senile great aunt, it's babbling-nonsense, seeing-hallucinations 100% psycho-nuts — the Hannibal Lecter of the games world.

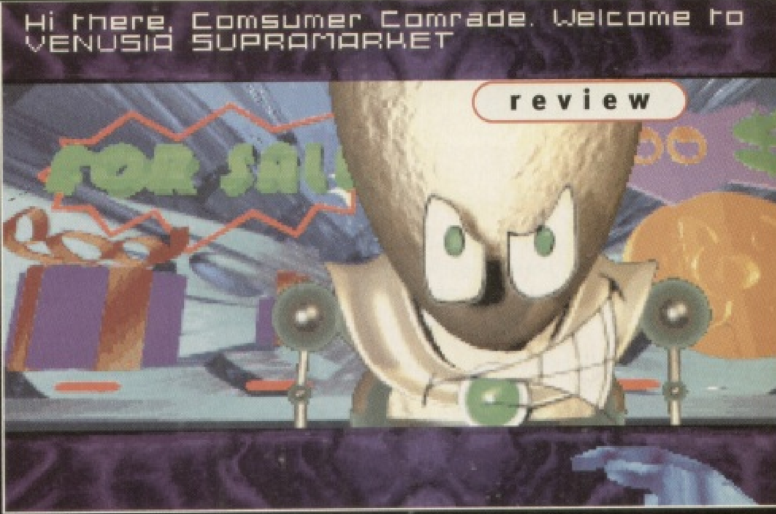
Of course, weird doesn't necessarily mean good, and as a game Commander Blood has its problems. For one thing, the endless trekking back and forth between worlds can get a little tedious. Also, it's very easy to get completely stuck, mainly because you haven't quite worked out what the aliens are trying to say. However, persevere and you should (eventually) make progress.

While Commander Blood won't be everybody's cup of tea, those who appreciate something different and who are prepared to ride out the dull patches should find it an absorbing and unique entertainment. If nothing else, it disproves the theory that original games are dead. Buy Commander Blood and treasure it because, as the games industry becomes more and more profit-motivated, we may never see its like again...

## It's a bit like...

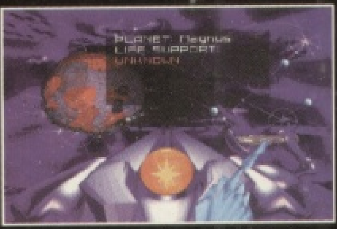
...Nothing you've ever seen before. I've bunged a picture of Frontier in the picture box below simply to fill the space but, apart from the fact that you travel between planets, it's nothing like that game *at all*. Commander Blood is the lazy game reviewer's worst nightmare — a game that refuses to be easily pigeon-holed...



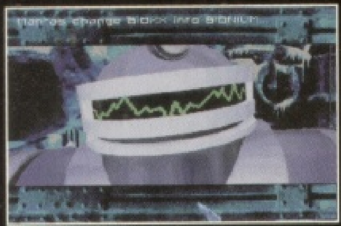


Hi there, Comsumer Comrade. Welcome to VENUSIA SUPRAMARKET

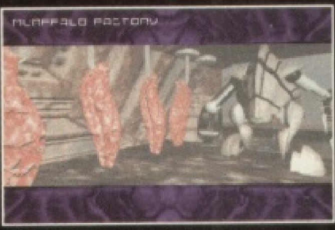
At the planet Venusia you can buy almost anything you could ever need — but you'll have to find some Creds first. Unfortunately, they don't offer a 'Buy now, pay later' scheme...



To fly to a planet, you just select it from the galactic map, then hit the accelerator.

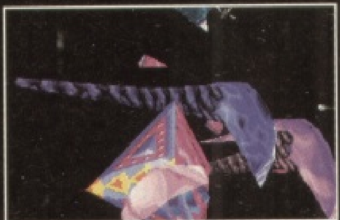


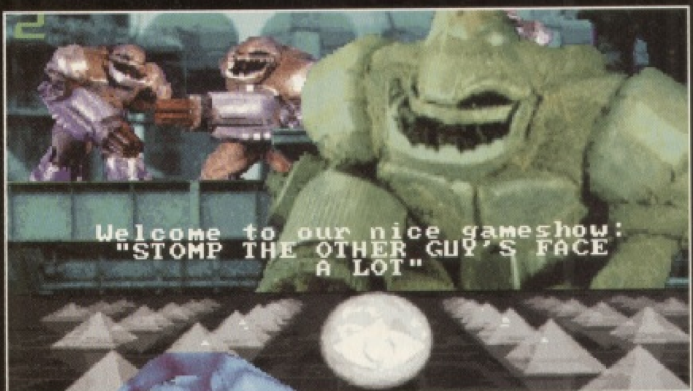
Scruter Jo, who you pick up along the way, is your robotic gateway to Cyberspace.



(Above) The Murffalo factory is a giant meat refinery — if only you could find some money, you could feed hungry Izwalito.

(Below) The weird Bionium hunt sub-game — if it looks confusing here, just wait until you play it...





Welcome to our nice gameshow:
"STOMP THE OTHER GUY'S FACE
A LOT"

(Above) The Ark has its own widescreen TV set, which allows you to tune into the many alien TV broadcasts floating through space. Pay attention to them — they might be useful...

### COMMANDER BLOOD$^{CD}$

MINDSCAPE/CRYO
(0444) 246333
£44.99 OUT NOW

**MINIMUM SPEC**

33MHz 386, VGA, 4Mb RAM, CD-ROM drive and mouse.

**ALSO SUPPORTS**

Sound Blaster soundcard.

### THE GOOD...

- One of the most strange and unique games ever created.
- Full of beautiful rendered images, accompanied by a hypnotic soundtrack.

### ...AND THE BAD

- Perhaps a little too weird for its own good at times.
- It's easy to get totally stuck.
- The FMV aliens look really naff.

### Overall

# 83%

# WarCraft CD
# Orcs & Humans

**The all-too-human David Upchurch goes on an orc-bashing spree with Interplay's excellent fantasy wargame.**

**As any RPG fan will tell you, orcs and humans just don't mix. Put them together in a confined space and you can bet that within minutes they'll be at each other's throats, wrecking the furniture and generally causing a bit of a scene. So if you're thinking of inviting them to a party you're planning, think again — it'll only end in tears.**

However, while a trouble-free party might be out of the question, a rather good fantasy wargame would definitely be on the cards — and that's what we've got in Interplay's WarCraft. The game allows you to take control of either the self-righteous humans or the evil orcish hordes, and pitch one against t'other in 24 challenging campaigns.

Regardless of whether you choose to play as the goodies or the baddies, the basic structure of the game remains the same. Before the start of each campaign, you're given a briefing on the tasks you must complete to be successful. Sometimes this is as simple as hunting down any enemy forces and slaying them, but typically it's a lot more complex than that, with specified buildings and fortifications needing to be constructed before you're considered competent enough by your commanders to move on to the next campaign.

For example, in the first scenario you're posted out to the middle of nowhere and told to build up a settlement consisting of six farms and a barracks. You don't have to start *completely* from scratch as there's a town hall and a farm already in place, but other than that your raw materials are minimal — just a small purse of gold, a peasant and a few soldiers.

Obviously, the first thing to do is build up a workforce. Clicking on the town hall brings up an icon to train another peasant, who, along with his mate, can then be set to work chopping down trees to provide lumber with which you can construct more buildings.

But you need more than wood to start construction — you also need gold, and your budget is tight. Thus the next thing to do is send out your troops to scout around the area for any nearby gold mines. This is largely a matter of luck — the area around your settlement is swathed in darkness, and it's only by exploring that you reveal the mysteries which lie beyond the city limits.

Once a mine has been located, you can then convert one of your lumberjacks into a miner, and begin remedying your cash-flow problems. Then, once you've saved up a nice wedge, you can encourage one of your peasants to start building those farms and that barrack...

With all the mining, felling and building going on, it becomes very easy to forget that there's a war raging. Typically, however, it doesn't take long before one of your scouts runs across an enemy encampment, which is when the fun *really* starts. Like the rest of the game, combat is controlled by a simple mouse-driven interface. To engage the enemy, you simply click on a soldier, click on their 'Attack' icon, then click on an enemy unit — the poor fool will then happily trot off to battle.

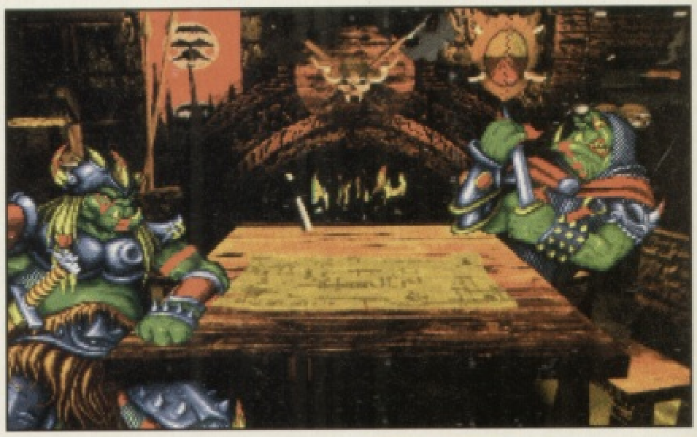
As you might expect, the life expectancy of your average grunt is short, which is why the barracks are so important. These are training camps, which turn raw recruits into hardened warriors. Of course, like everything else, doing this takes time and money...

In common with any good 'resource management' game, WarCraft grows in complexity as you grow in ability. For example, once you've built your basic settlement up to a certain size, you 'earn' the ability to construct new buildings, such as a lumber mill or a temple. Once these are added to your community, you become able to construct, say, a blacksmiths, followed a stable, and after that a tower... And so it goes on.

Of course, these buildings aren't there simply to make your settlement look pretty — each improves the calibre of soldier your barracks can produce. Once you've got a lumber mill, for example, you can train up archers. Add a blacksmiths and a stable and you can enlist the help of knights. Eventually you'll be able to construct huge machines of war, such as a catapult.

Later in the game, magic begins to play a major role. Temples are home to clerics, who have the ability to heal the wounded and raise armies of the undead, while towers play host to war-

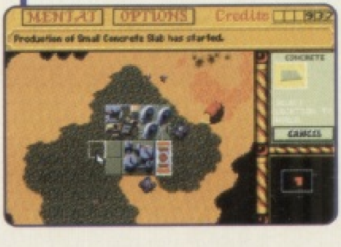
Whether you choose to play as orc or human, there're no real differences to the gameplay.

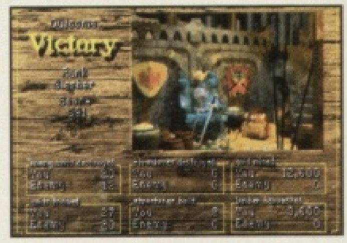


(Above) The orcs are great fun to command — they grunt when you give them orders!

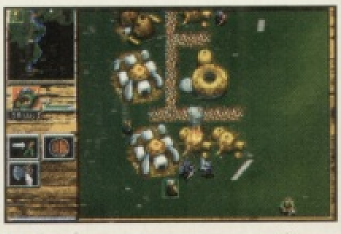
## It's a bit like...

...Well, it's a *lot* like Dune 2, only without the spice — if you know what I mean. True, WarCraft is a lot 'cuter' and slightly less laborious to play than Dune 2, and it also offers excellent modem and serial-link options, but in terms of gameplay there's really not a lot to seperate them. However, if the look of WarCraft turns you on and you don't have any friends (to play against, that is), then you might like to know that Dune 2 is available now at a low budget price...



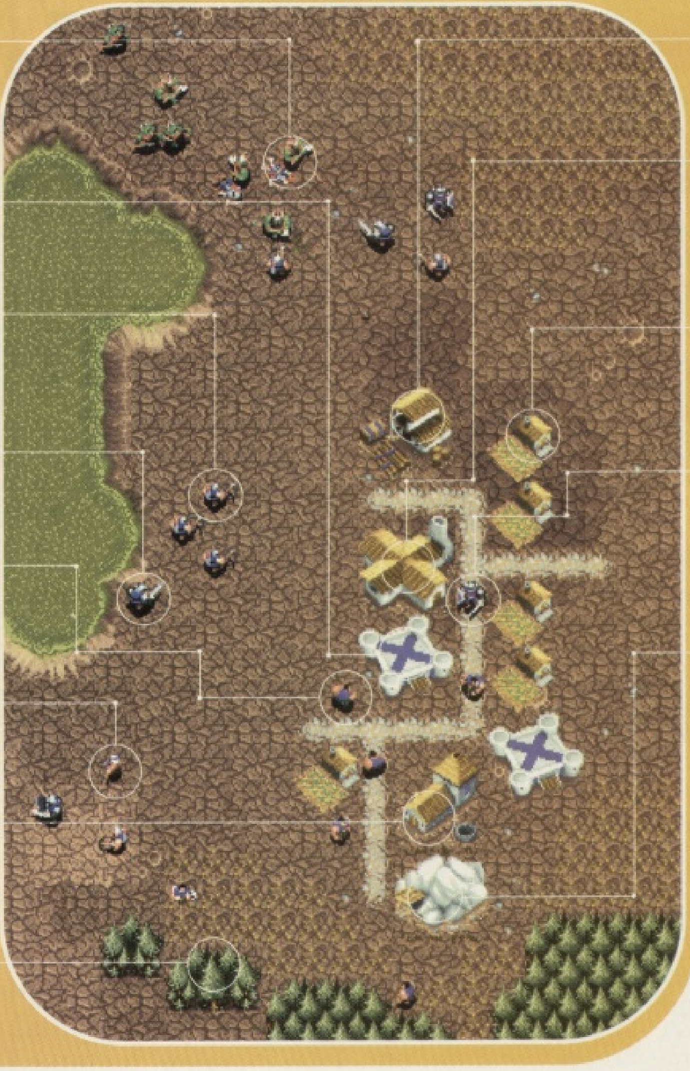


After each campaign you're presented with a screen detailing how you fared, listing enemy troops killed, buildings destroyed, food harvested and so on.



Let the enemy get too near to your settlement, and they'll attempt to burn down your buildings — bad news all round.

## A Town Called *Malice*



**"We're being attacked!" shouts a soldier, but I'm not worried — my brave and noble warriors should see off this rag-tag band of foul-smelling orcs with no problem.**

**The barracks are used to train up your army — as you can see, I've got quite a lot of these.**

**Archers are a vital part of any army, allowing you to pick off approaching enemy units long before they get near your village.**

**Swordsmen are your basic cannon fodder, and are excellent at hand-to-hand combat.**

**Peasants are very versatile. With the click of a mouse button, you can turn them from miners into lumberjacks and vice versa.**

**Clerics, though feeble, are skilled at healing the wounded and raising armies of the undead.**

**The church is where the clerics hang out. They're not cheap to build, though, so start your roof restoration fund now.**

**Lumber is the basic raw material at the heart of every single building you construct, and where better to get it than in the woods?**

**The lumber mill, though costly, provides valuable bows and arrows for your troops.**

**The town hall is the heart of your community, and it's where your peasants are trained up. Should it ever fall to the enemy, then your game is at an end.**

**Farms are essential as they provide food for your people, and you'll need to build lots of these as your empire grows**

**New buildings have to be erected next to roads. Generally, it's not a good idea to place buildings too close together — the little people aren't too bright, and tend to get trapped in narrow alleyways.**

**Gold is essential for training troops, as well as for financing construction — and down these mines is where you'll find it.**

**Each mine eventually runs out of gold, so you'll have to search far and wide for new sources of finance.**

**You can alter the game's speed from the Options screen — it's wise to slow things right down in complicated battles like this.**

locks, who can cast fireballs and summon monsters. Both parties are valuable assets to any war effort...

If this all sounds horribly complicated that's because, well, it is — albeit enjoyably so. Trying to keep on top of your finances AND construct a settlement AND explore the countryside AND build up an army AND deal with enemy attacks, all at the same time, is not easy — but then, that's the challenge, isn't it? Thankfully it's a challenge made easier by the intuitive player interface and the excellent learning curve.

Of course, experienced gamers will have realised by now that we're in familiar territory with WarCraft. Turn those green fields into desert wastes, swap the footsoldiers for tanks, convert the woodlands into spice-rich sand and, before you know it, you've got Dune 2: Battle For Arrakis, Westwood Studios' entertaining wargame based on Frank Herbert's classic sci-fi novels. But to harshly criticise WarCraft for that would be unfair. After all, WarCraft's not the first game to 'borrow' gameplay elements from another title. And if you're going to borrow, you might as well borrow from the best.

WarCraft isn't without its unique selling-points either, the main one being that you can play it head-to-head against a friend via a modem or serial-link — and this is when WarCraft becomes seriously enjoyable. Although WarCraft's AI routines are good, it doesn't take long to notice that the computer often resorts to some highly-exploitable 'habits' when it plays. Of course, there are no such problems against a human opponent (unless they're a complete thicky).

All in all, WarCraft is great fun, whether you're a strategy buff or not. If there's any serious criticism to be made (apart from the lack of real originality), it's that getting your settlement up and running at the start of each campaign can be a little tiresome. However, those initial moments of tedium are a small price to pay for the excellence that follows. A treat.

### WARCRAFT CD

INTERPLAY/BLIZZARD ENT.

(0235) 821666

£39.99 OUT NOW

**MINIMUM SPEC**

20MHz 386, VGA, 4Mb RAM, 1Mb of hard disk space, CD-ROM drive and mouse.

**ALSO SUPPORTS**

Sound Blaster, Ad Lib and Pro Audio Spectrum soundcards.

***THE GOOD...***

- Superb, easy-to-use player interface and clear graphics.
- The 24 campaigns offer good long-term enjoyment.
- Excellent fun when played against a mate via a modem or serial-link.

***...AND THE BAD***

- Tends to be a bit repetitive and slow-moving at times.
- Dune 2-sters have seen all this before.

***Overall***

**84%**

# BlackThorne

**Alex Simmons reloads his 12-gauge and prepares to wade through Interplay's tedious platform romp.**

**Hands up who loves platform games? You do? Well, why don't you buy yourself a console then. Past PC platform games have been notoriously lame, so why is BlackThorne going to be any different? It isn't — it's unoriginal, graphically average and often frustrating to play. Not too promising so far, eh?**

As expected, BlackThorne comes complete with the usual weak storyline which is detailed during the yawn-provoking, unimpressive intro sequence. It's a familiar tale, one that goes something like this; King is blessed with son, King is murdered by evil demon fella, son returns to kill evil demon fella, er, twenty years later. *Twenty years*later? What happened, did Blackie spend a couple of decades behind bars for committing armed robbery? Could be — and that would explain why he's carrying a shotgun when he finally arrives back in the mythical land of Tuul, in search of his father's murderer, Sarlac.

The game is a side-on-viewed arcade adventure boasting loads of shooting and climbing, leaping and, um, thinking. Driven by revenge, the boy Black must hop, skip and jump across sixteen levels of bleak woodland, dank underground caverns and desolate wastelands before arriving on the doorstep of Sarlac's ominous castle.

Armed with a shotgun and a limitless supply of ammo, our natural born killer is constantly under threat from the nasties which patrol each of the game's flick-scrolling screens. They too are equipped with weapons, but lack something more deadly than any bullet — intelligence. Within minutes you'll have mastered the art of engaging the enemy: stand flat against the wall to avoid the enemy's bullets then, while he's reloading, pop out, fire off a couple of rounds and dart back into cover before they retaliate. Simply repeat the process until the enemy slumps to the ground, hopefully leaving behind a bonus pouch.

While the bonuses add some variety to the game, they are far from exciting. Bombs are used to destroy doors and eliminate Sarlac's tougher thugs, while keys and passes allow you to access otherwise unreachable sections of the level. Oh, there's also the levitator, a pad which is essentially acts as a portable lift. Exciting stuff, eh?

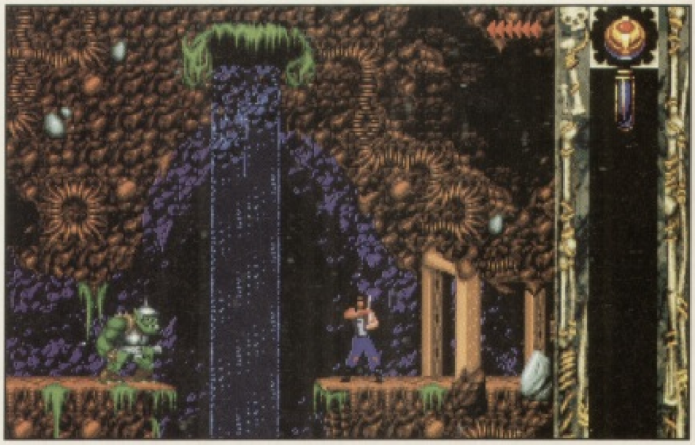
It's not only Sarlac's army that challenge BlackThorne's existence. There are all sorts of flesh-eating flora which devour any haplessly human who wanders into their gaping maw. Carelessness costs lives too, as falling from high ledges saps away at your energy bar. As some of the game's later levels are complicated in design, get used to exploring each stage with extreme caution.

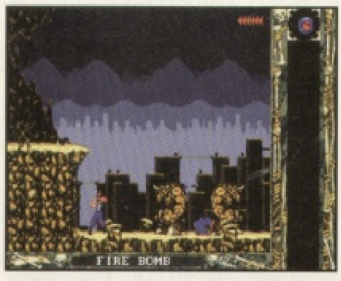
Having tackled everything Sarlac's army can muster up, it's time to tackle those nasty puzzles which actually aren't that tricky at all. Opening a locked door by stamping on a pressure pad is far from intellectually challenging, and most of the puzzles are this simple.

It's easy enough to play and often challenging at times, but BlackThorne's initial appeal is soon overshadowed by the frustration which dawns when, after dying, you re-appear right back at the very beginning of the level. The level passwords help ease this tension, but some form of mid-stage restart point would have been a welcome addition.

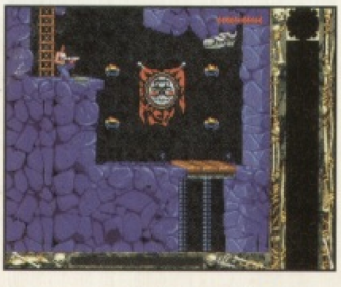
By now BlackThorne probably sounds surprisingly familiar. And that's because it is. If you've ever played Prince Of Persia or Flashback, you'll have some idea as to how the game looks and feels. Visually the game isn't too bad at all, with fluidly-animated character sprites and moody backdrops. There's one all-important difference though. While Flashback and POP are both exciting and atmospheric, BlackThorne is neither. Monotonous and repetitive yes, but exciting? I don't think so.

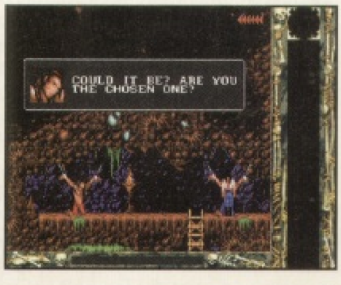
Duck back into the scenery to dodge the orc's laser blasts. Mind you, if you're hard, you'll take your bullets like a man, then blow the git away with a couple of shotgun blasts.

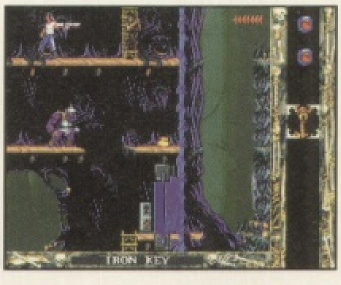




(Above) Always remember that paper wraps stone, but scissors cut paper.







### BLACKTHORNE

INTERPLAY/BLIZZARD

(0235) 821666

£39.99 OUT NOW

**MINIMUM SPEC**

33MHz 386, VGA, 4Mb RAM and 2Mb of hard disk space.

**ALSO SUPPORTS**

Joystick; Sound Blaster, Ad Lib and Roland soundcards.

### *THE GOOD...*

- BlackThorne is easy to get to grips with, thanks to the simple keyboard controls.
- Visually quite good, featuring slick, realistic character animation.
- Sonically okay — the sound effects are clear, crisp and meaty.

### *...AND THE BAD*

- Highly unoriginal — there are plenty of other, better platform games available, even on the PC.
- Exceedingly drab — the levels are tedious and even the assortment of bonuses fail to excite.
- Poor artificial intelligence makes combat predictable and easy.

### *Overall*

# 57%

# GAMERUNNER

# NOTHING CAN STOP YOU NOW

## THE STORY SO FAR

You are the Game Player. Malignant forces are attacking your computer. Your power to play has been stopped cold in its tracks…

…hard drive slow… enemies unbeatable… memory limited: cannot initiate game programs… error… abort… abort…

You need help! Await further instructions.

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Get the Gamerunner and regain control of your PC. QEMM, HyperDisk and AXIS The Gamecheater unleash your maximum gaming potential.

QEMM liberates your memory so you can play again. HyperDisk releases your hard drive from its shackles. AXIS The Gamecheater breaks the rules for you.

The Game Player must win…

With Gamerunner, you are in control: nothing can stop the action!

…let the games begin

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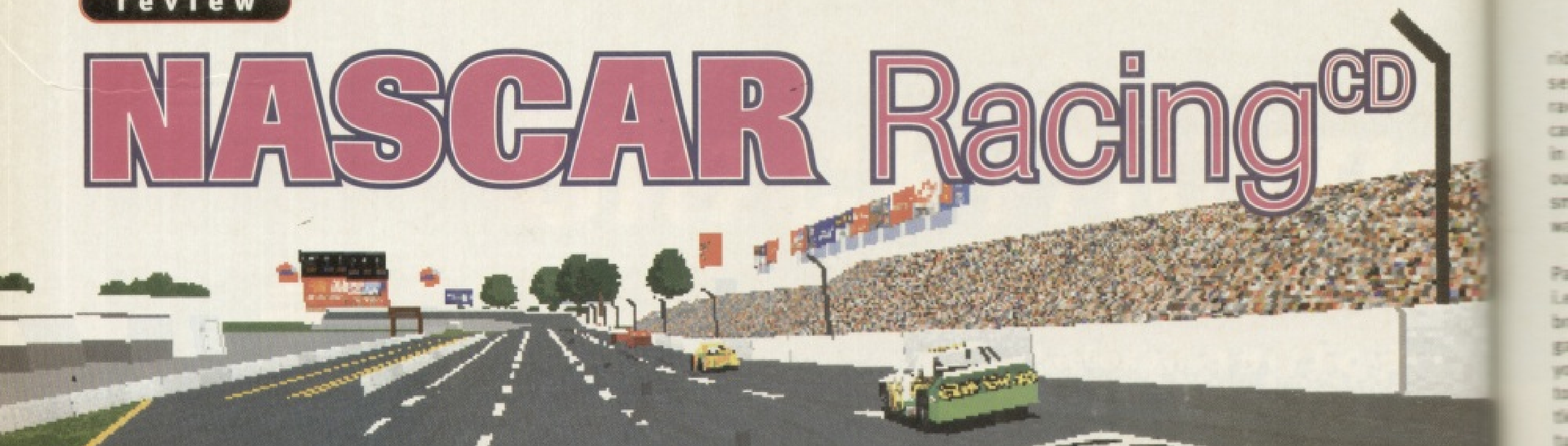
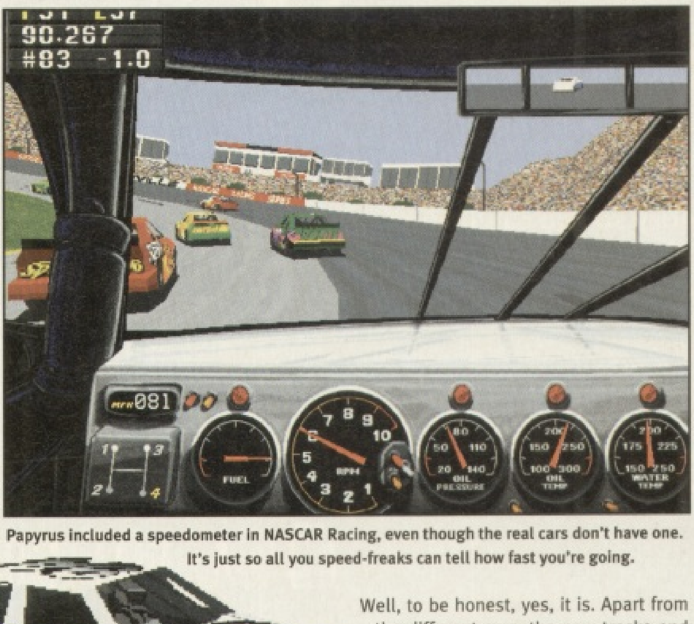
**MORE MEMORY + MORE SPEED + MORE FUN**

# NASCAR Racing CD



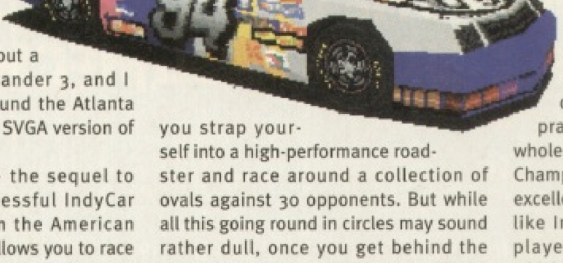
**Dean Evans thunders round the ovals in Papyrus' sequel to the highly-successful IndyCar Racing.**

Santa ignored my Christmas list again this year. December 25th 1994 was a day of socks, after-shaves and new Terry Pratchett novels. I guess I set my sights a little too high. Last year I asked for a flame-red Porsche, but all I got was a tangerine, a packet of Jammy Dodgers and some assorted nuts. This year, I just asked for a brand new Pentium — a modest 90MHz wonder-machine, with 16Mb of RAM, a quick video card and a quad-speed CD-ROM drive. Unfortunately, I received 'The Best Dance Album In The World, Part 4' instead.



Papyrus included a speedometer in NASCAR Racing, even though the real cars don't have one. It's just so all you speed-freaks can tell how fast you're going.

Why did I want a Pentium? Well, if I had a next generation machine (and I haven't got a spare £1,500 to go out and buy one at the moment), I could start playing the next generation of Pentium-optimised PC games. I could fly a rug smoothly over the hills in Magic Carpet, battle the Kilrathi without a flicker in Wing Commander 3, and I could even thunder round the Atlanta Motor Speedway in the SVGA version of NASCAR Racing.



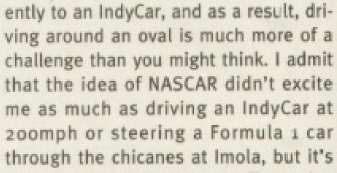
NASCAR Racing — the sequel to Papyrus' highly-successful IndyCar Racing — is based on the American stock car season, and allows you to race around nine accurately-modelled circuits against real NASCAR drivers. At first glance, it seems to offer little more than IndyCar does because, once again, you strap yourself into a high-performance roadster and race around a collection of ovals against 30 opponents. But while all this going round in circles may sound rather dull, once you get behind the wheel, jack the resolution up to SVGA and crank up the sound, NASCAR Racing is actually quite impressive.

But it's just like IndyCar, isn't it? Well, to be honest, yes, it is. Apart from the different cars, the new tracks and the stunning SVGA option (which I'll come back to in a minute), the structure of NASCAR Racing is almost identical to IndyCar's. For example, like IndyCar, you can drive in either a single race, a practice session, or you can go the whole hog and take part in a full-blown Championship season. There's also an excellent replay facility, a Paint Kit and, like IndyCar too, there's a multi-player modem option, which allows you to compete against your friends in single races.

But a stock car handles very differently to an IndyCar, and as a result, driving around an oval is much more of a challenge than you might think. I admit that the idea of NASCAR didn't excite me as much as driving an IndyCar at 200mph or steering a Formula 1 car through the chicanes at Imola, but it's actually quite exhilarating stuff. Imagine tearing around Talladega at high speed,

## It's a bit like...

**...IndyCar Racing. Although NASCAR features new cars, new tracks and has more features than IndyCar, in terms of gameplay the two are very similar. Unfortunately, if you want to get the complete IndyCar experience and that includes the original game, the two expansion disks and the Paint Kit, it will cost you almost £70. In comparison, at only £39.99, NASCAR Racing is almost a bargain.**



riding the curves, seeking the best racing line so you can overtake the car in front of you without losing control and smashing into the concrete wall in a shower of sparks...

If all this sounds a little daunting, Papyrus has included various options, i.e. automatic gears, computer-aided braking, etc, that allow you to make the game as realistic or as arcade-like as you wish. For example, if you just want to get out onto the asphalt to raise a little high-octane hell, then NASCAR features three default car settings and a 'No Damage' option, so you can slide and skid your way around the various tracks almost straight away.

If you want a bit more realism, like IndyCar you can also pop into the team garage to change every aspect of your car's set-up. You can change the tyres, adjust the shocks, tweak the spoilers, fiddle with the suspension and even meddle with the gear settings. In fact, NASCAR is a game you can tinker with for hours. The hyper-realism is part of the game's attraction, and if you're going to get the best out of it, you'll have to spend a long time in the garage and on the practice track, fine-tuning your car for optimum performance.

But by far the most striking thing about NASCAR Racing is the fact that you can play it in Super VGA. If you buy the CD-ROM version of the game (the SVGA mode isn't available on the disk version, I'm afraid), you can rumble around Martinsville and roar around Phoenix in a glorious resolution of 640x480 pixels. Of course, it looks fine in ordinary VGA, but in SVGA the cars are much better defined and driving around an oval at 130mph, dodging other cars and trying like hell to stay away from the concrete walls, becomes much more atmospheric.

But, like Wing Commander 3 (reviewed on page 46), if you want to play NASCAR in all its high-resolution glory, you've got to have a souped-up, nuclear-powered PC. The box recommends a 486DX/66 as a minimum, but personally, I wouldn't try to play it in SVGA unless you've got a DX4 or a 60MHz Pentium. It's way too slow. Even if you have a Pentium-based PC, the game isn't exactly smooth. It's very playable certainly, but when I slammed around Talladega on our 90MHz Pentium in the office, there are still moments where the screen update chugs uncomfortably and the illusion of fluid movement is lost.

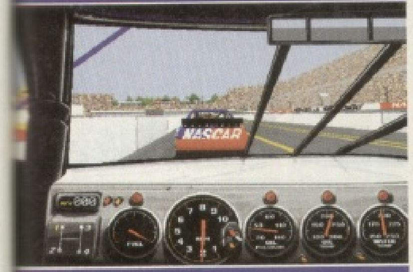
This lack of speed, even on the high-end machines, is probably my only criticism. NASCAR Racing is a nice game, but I don't know whether it's a game that I'd come back to time and time again. Maybe this is due to the fact that I'm a lifelong fan of Formula 1 Grand Prix. Or perhaps it's because driving round and round in circles doesn't really hold any long-term appeal.

Speed will obviously be a problem on some machines, but I can't deny that if you've got DX4 or better, NASCAR Racing in SVGA is a very impressive game indeed. The graphics are excellent, the sound is impressive and if you loved IndyCar Racing, then it will keep you more than occupied for the next few months.

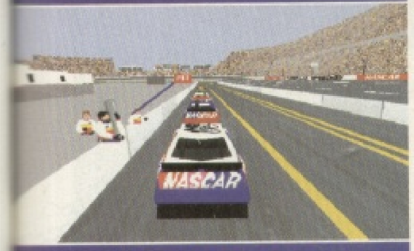
Like Wing commander 3, NASCAR Racing is a game you could easily give two separate scores to. In normal VGA, it's an above average racing game, and while it doesn't offer much more than IndyCar Racing does, it's a fun to play for a week or two.

But, in SVGA mode, the game looks absolutely fabulous. It's still a bit slow at times, and it's a pity that only a few people will have the processing power to appreciate the high-res graphics. Don't go expecting the PC version of Daytona because this isn't it, but as it includes nine tracks and a paint kit for only £39.99 (and that's for both the disk and the CD-ROM versions), NASCAR Racing is a good, meaty racing sim. It hasn't blown me away like I thought it would — the sluggishness saw to that — but it plays well and looks very nice to boot. If you ever wanted to emulate Tom Cruise in Days Of Thunder, now you've got your chance...

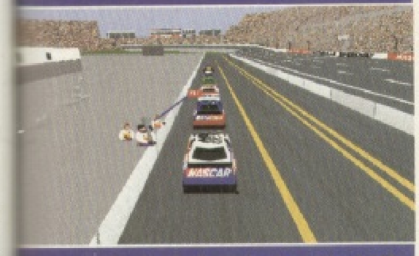
## An Out-Of-Car *Experience...*



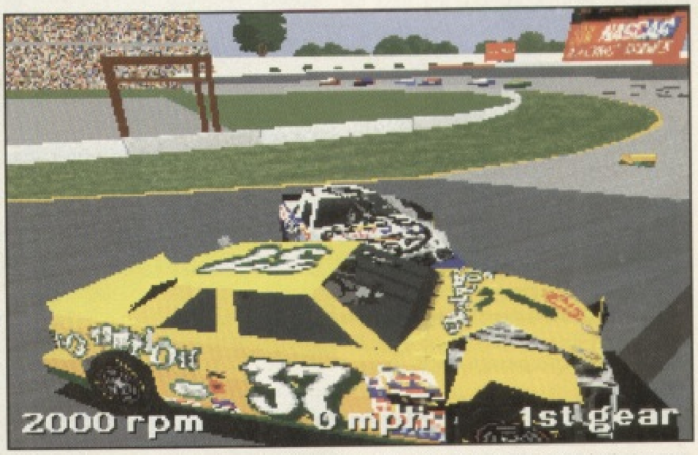
NASCAR Racing has three driving views. There's the traditional drivers-eye view....



...Then there's chase-view No.1, which provides an arcade-style angle on the action.

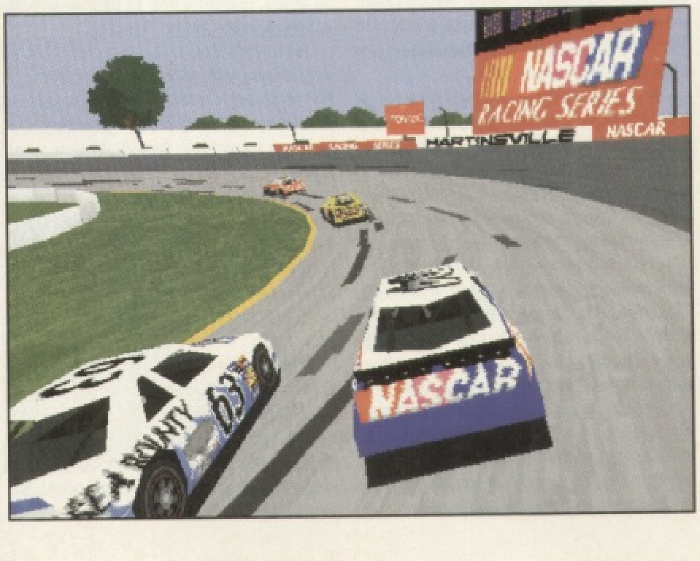


Lastly, there's chase-view No.2. It's a lot like chase-view No.1, but you can see a bit more.



(Left) NASCAR is highly detailed and, when the cars crash, they take real damage...

(Below) There are a lot of features in NASCAR that weren't in IndyCar Racing, including a save game feature, a Paint Kit, two chase-view driving modes, plus a couple of new camera angles in the replay facility.



**NASCAR RACING**CD

Virgin Int. Ent./Papyrus

(081) 960 2255

£39.99 Out Now

**MINIMUM SPEC**

33MHz 486, VGA, 4Mb RAM, 15Mb of hard disk space and CD-ROM drive.

**ALSO SUPPORTS**

Joystick; SVGA; Sound Blaster, Roland and Pro Audio Spectrum soundcards.

### *THE GOOD...*

- An accurate simulation of American stock car racing.
- The SVGA graphics make all the difference — if you've got a Pentium, they look superb.
- The stereo sound is excellent.

### *...AND THE BAD*

- Don't try to play the SVGA version unless you've got a DX4 or a Pentium...
- ...And even on a Pentium, NASCAR is still a little sluggish.
- Oh, and it's a shame you can't play a multi-player Championship season.

### *Overall*

# 84%

# Cyberia CD

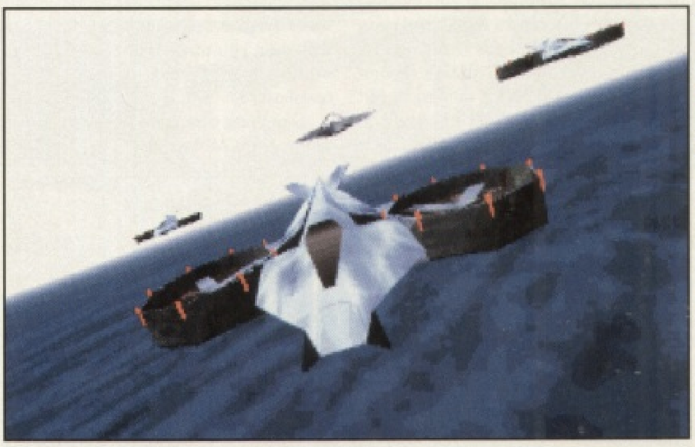
**Plagued by flashbacks of LucasArts' totally unplayable Rebel Assault, Alex 'Cyber' Simmons relives the nightmare with Interplay's Cyberia.**

**Let me ask you a question. What do you think the job of game reviewer involves? I reckon most of you think we're lazy gits who sit around playing games all day, every day. And that we work in plush offices crammed with all the latest arcade machines on free-play. And that the walls are lined with every game on every format, ever. Ah, if only it were true.**

The reality, unfortunately, is very different. Playing games is just one of the many aspects of the job. Most of our time is spent glued to a word-processor, creating the carefully scripted prose which fills these very pages. Some days it can be heaven, when you finally lay your hands on the latest block-buster weeks before it's due to hit the streets. On other occasions it's hell. Working through to the small hours of the night is not uncommon, especially when deadlines loom. But I don't want your sympathy, I like my job and there's a lot of good things about it — reviewing Cyberia, however, isn't one of them.

To be fair, Cyberia is *bloody* impressive. It's arguably one of the best-looking games since Rebel Assault, with which it has a lot in common. Personally I thought Rebel was considerably overrated, being little more than an exercise to prove what the PC CD-ROM was graphically capable of. I'm glad to declare that Cyberia, while still retaining the same high-standard of presentation, isn't quite so limited in terms of gameplay.

Set against a bleak Cyperpunk-style backdrop, Cyberia is the codename given to the operation to which Zak (your alter-ego) is assigned. Imprisoned in a cell beneath the Pentagon for the crime of hacking into Corporate computer networks, the Free World Alliance has decided to let Zak go on one condition — he must co-operate with their requests.



**Cyberia is filled with gorgeous cutscenes which knocks spots off anything seen before. It's just a shame the game doesn't match the standard of the graphics.**

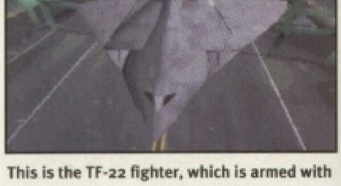
The future is grim, the world threatened by a megalomaniac psycho who's somehow managed to horde a whole load of nuclear warheads, and is currently planning a cataclysmic assault from his base deep within a frozen polar ice cap, located in the snowy wastes of the former Soviet Union. Your task is to stop him.

Arriving at the first port of call, a mercenary operation rig, after a bumpy Hovercraft ride, the mission ahead is described in greater detail. The FWA are willing to entrust you with the latest military hardware, providing it is used to eliminate this modern-day Hitler. Thus you're equipped with a skin-tight protective body suit and a Cyber-visor, and told that a fully-armed TF-22 combat aircraft is ready and waiting for you in the upper hanger bay. The problem is, you don't know where the hanger bay is...

The rig is explored on foot, using the cursor keys to direct Zak through the network of winding passages. Cyberia offers a certain degree of freedom when walking around the rig, and indeed any of locations in the game. Unlike Alone In The Dark (which these sections of Cyberia bear a strong resemblance to), you're not completely free to wander into every corner of every room. Instead, Zak automatically walks to pre-determined 'spots' in each scene where upon he stops, allowing you to turn or simply continue in the same direction.

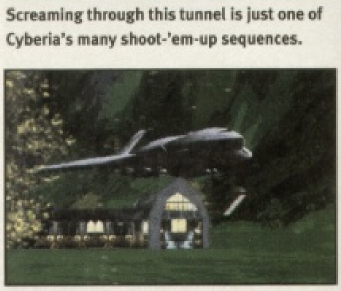
Although Zak is armed, his gun is only drawn when his life is threatened. The first such encounter arises within minutes as he's greeted with hostility by a young woman brandishing a laser pistol. With a choice of two options, Zak can either go for his weapon, or follow the girl's orders and slowly empty the ammunition from his gun. Some situations can only be solved with rapid, accurate firing, but this one is best resolved by giving up and laying down your arms.

It's on the rig that you'll stumble across one of Cyberia's many puzzles. Once you find you TF-22, you discover that a bomb has been strapped to its undercarriage. Using your skills as a computer hacker, the bomb must be manually disarmed by toggling micro-

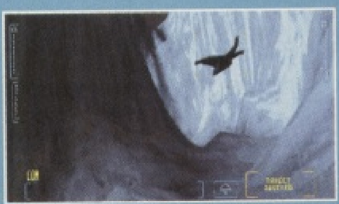


**This is the TF-22 fighter, which is armed with lasers and is capable of hovering.**

**Screaming through this tunnel is just one of Cyberia's many shoot-'em-up sequences.**

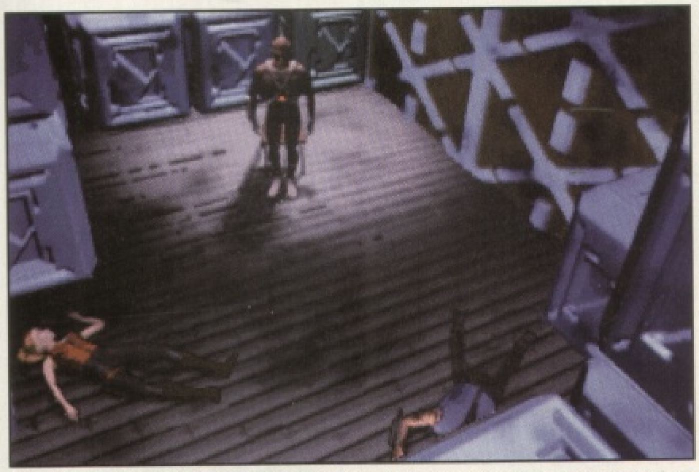


**Flying low, the TF-22 grinds to a halt after scraping across the roof of the church.**

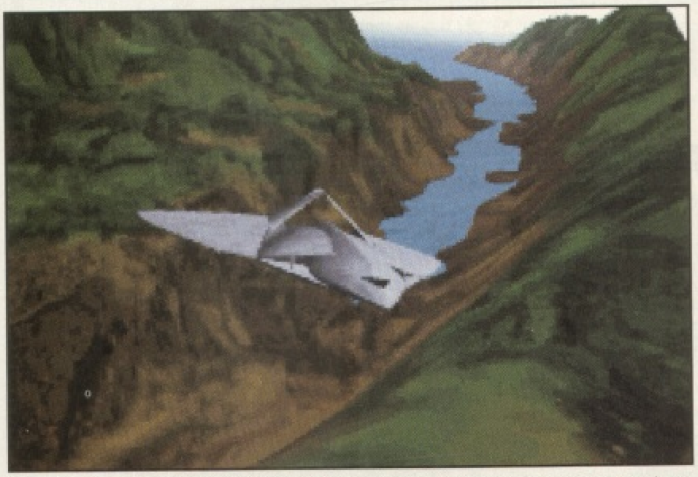


## It's a bit like...

...Rebel Assault. Like Cyberia, LucasArts' first CD-ROM-only game was visually ground-breaking, using extravagant rendered graphics to hide the game's lack of gameplay. Rebel Assault — and Cyberia for that matter — is essentially a very simple 3D shoot-'em-up, but thankfully for us, Interplay's effort is far more involving and playable.

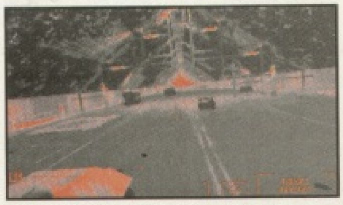


(Above) Oops, it looks like you've arrived too late. During these exploration stages you're free to wander around the network of tunnels which wind through the Cyberia complex.



(Above) During the game's many battle scenes you don't physically pilot the aircraft, you just assume control of the plane's forward-mounted laser cannons.

(Above) Uh-oh, you've taken a hit...



(Above) Watch out for the incoming laser blasts as your skim down the tunnel.

(Above) You're taken one too many hits and the TF-22 explodes in a ball of flame.

(Above) Congratulations Zak — it looks like you finally got the girl.

switches which override the detonator. The puzzle, although confusing at first, is simple having learned how to use the Cyber-visor's electro-scanners.

The visor has three settings which pick up any infra-red, magnetic or bio emissions. Therefore, using the magnetic scan, it's possible to X-ray the device and clearly examine its innards, thus working out which switch to push. Hit the wrong button and the bomb will explode, destroying the rig and ending the game. Succeed and you're free to leave the rig, to begin the long journey across land and sea to the distant Cyberia complex.

The Auto-Nav computer automatically pilots the TF-22, leaving you to handle the aircraft's forward-firing laser cannons. The journey is divided into stages, dumping you in the midst of a hostile onslaught, in which your ship is automatically piloted along a pre-determined flightpath through an impressive rendered landscape. Player interaction during these stages is minimal, with little more to do than aim the cannons and fire. Much to my amazement, though, these simple shoot-'em-up stages are exciting and fairly absorbing, thanks to Cyberia's lavish presentation and stirring soundtrack.

The enemy follow preset attack patterns which soon become all-too predictable, and make the game a bit on the easy side. Having played Cyberia for a mere four or five hours, I managed to zip through two-thirds of the game without any major problems. The three difficulty levels obviously create more of a challenge, but Cyberia is still far too short for its own good. When you finally reach the endof the game, you're left gagging for more.

Visually Cyberia is unparalleled. I'd even dare to say Cyberia is graphically superior to Rebel Assault, as it doesn't suffer from the grainy FMV sequences which dogged LucasArts' effort. As mentioned before, the Thomas Dolby musical score is excellent, and changes tempo to match the current pace of the game. This manages to create an atmospheric air of excitement, as the enemy relentlessly bombard your ship to a throbbing sound track.

But like so many of these 'multimedia experiences', lack of interaction is the proverbial thorn in Cyberia's side. It's an improvement over Rebel Assault and proves that things are slowly progressing, but there's still a long way to go before we see the truly interactive multimedia experience.

## CYBERIA CD

**INTERPLAY/XATRIX**

**(0235) 821666**

**£49.99 OUT NOW**

**MINIMUM SPEC**

33MHz 386, VGA, 4Mb RAM, 3Mb of hard disk space and CD-ROM drive.

**ALSO SUPPORTS**

Mouse; Joystick; Sound Blaster sound-card.

### THE GOOD...

- Visually stunning — the rendered landscape have to be seen to be believed.
- Superb Thomas Dolby soundtrack perfectly complements the action.

### ...AND THE BAD

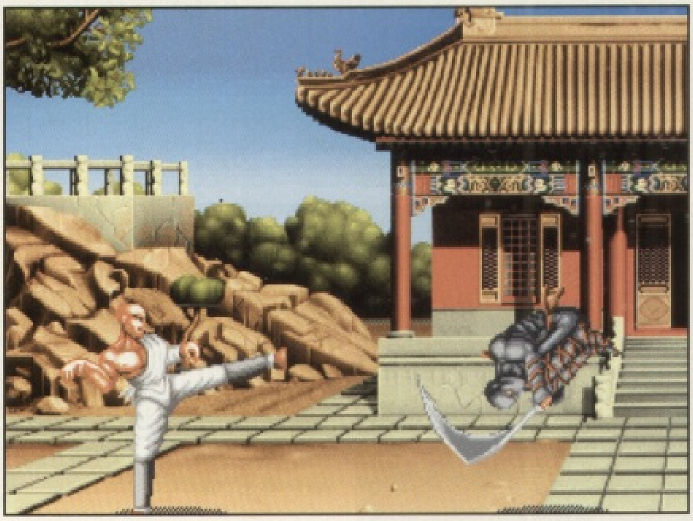
- Essentially, Cyberia is just a good-looking shoot-'em-up.
- The game is far too easy and the automatic save slots don't help the matter.

### Overall

**79%**

**Alex Simmons goes the distance with Team 17's very violent new beat-'em-up.**

# Ultimate Body Blows



**Amiga whizzkids Team 17 continue to crank out conversions with Ultimate Body Blows, a beat-'em-up which promises to be harder than Streetfighter and Mortal Kombat put together.**

Ultimate Body Blows is essentially the same as the first game, but includes a load of extra fighters — over 20 in total — each with a variety of unspectacular special moves, attacks and blocks. Very little has been changed during the conversion from Amiga to PC, so naturally the game looks simplistic and dated.

A game primarily for one- or two-players, Ultimate Body Blows also features a tournament option in which up to eight human competitors can battle it out for the championship. Other options include the bog-standard solo fight in which you must punch and kick the crap out of all the remaining fighters before facing the final guardian warrior.

Unlike Streetfighter II and many of the other (mostly dire) PC beat-'em-ups currently available, character selection isn't limited to boring humanoid fighters whose most spectacular move is a pathetic round-house kick. Instead, Ultimate Body Blows is packed with all sorts of ker-razy competitors, including a flame elemental named Inferno and a green dragon called, um, Dragon.

Controlling your fighter, either via the keyboard or joystick, is easier said than done, as many of the attacks are difficult to execute, especially the 'special move' combos. The character sprites, although large and colourful, are poorly animated, often slow and have an almost child-like quality when compared to the graphical excellence of Rise Of The Robots and even forthcoming games like Mindscape's Warriors. Thankfully, though, it's a little more playable than Mirage's visual stunner.

Ultimately (geddit?), though, Ultimate Body Blows simply proves that the PC just isn't cut out for this sort of thing. Shame.

**ULTIMATE BODY BLOWS**

TEAM 17/IN-HOUSE

(0924) 385903

£29.99 OUT NOW

MINIMUM **SPEC**

25Mhz 386, VGA, 3Mb RAM and 6Mb of hard disk space.

ALSO **SUPPORTS**

Joystick; Sound Blaster and Gravis UltraSound soundcard.

***THE GOOD...***

- It's much more playable than Rise Of The Robots.
- There's a huge variety of different characters to beat-up.

***...AND THE BAD***

- But it's still far from perfect.
- The graphics and the character animation aren't, er, any good.

***Overall***

**57%**

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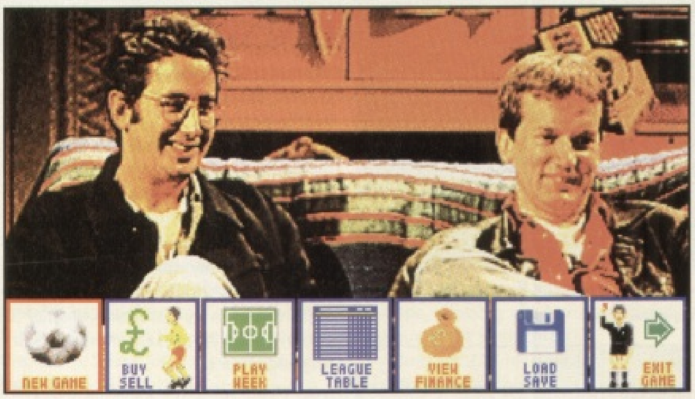
**Alex Simmons reckons Baddiel and Skinner should stick to comedy instead of football...**

# Fantasy Manager



**Now, surely, David Baddiel and Frank Skinner have hit rock-bottom. Having hosted the overrated late-night alternative football show, Fantasy Football League, they're now endorsing Anco's diabolical managerial game. Sticking to comedy would have done both them and the gaming public a huge favour, but as it is we've got to live with this pathetic excuse for a football management game.**

The game lacks quality in any shape or form, and has a distinct amateurish feel to it. Even the box artwork is appalling, but compared to the game within it's a positive masterpiece. Coming on just a single disk (which must remain in the floppy drive during play), the game's visual content totals approximately ten screens, most of which are menus leading to player auctions, the current league standings and your club's financial status.

Starting with 25 million quid, your aim is to buy the ultimate 'dream team', which can consist of any Premier League player present in the 93-94 season. Obviously a minimum of 11 players must be bought, although it's wise to keep some cash back for substitutes who'll cover for any injuries or suspensions.

Picking the most effective squad is simple. Each player is rated on their performance throughout the year, so choosing a team of footballers who played well at the beginning of last season is obviously vital. To keep up the strength of the team, simply sell off any fatigued footballers mid-season and replace them with players who excelled towards the end of the previous season.

Each match is 'viewed' from the scoreboard, which shows the game's highlights before totalling up the week's scores and returning to the league table. Then it's back to the auction room to buy or sell off any naff players before repeating the whole, all-too-simple process again. In fact, simplicity is one of Fantasy Manager's main faults — there's very little to keep the gamer interested for more than a few matches, let alone an entire season or two.

The multi-player option, which lets you compete against up to fifteen mates, is interesting, but even so, Fantasy Manager is no match for the other, more comprehensive manager sims already available. My advice is to wait for Gremlin's Premier Manager 3, which is due for release at the beginning of 1995.

**FANTASY MANAGER**

ANCO/PLAYTIME SOFTWARE

(0322) 292513

£29.99 OUT NOW

MINIMUM **SPEC**

16MHz 386, VGA, 1Mb RAM and 1.5 Mb of hard disk space.

ALSO **SUPPORTS**

Sound Blaster soundcards.

***THE GOOD...***

- The option to alter the teams to match this year's current Premier League could be classed as good...

***...AND THE BAD***

- ...But it could also be classed as very, very dull.
- The presentation is awful.
- The most basic football manager game available.

***Overall***

**23%**

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PC REVIEW

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Mischief and mayhem rule in Legend of Kyrandia 3

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① You could win a superb Andest VPA modem — your passport to the amazing world of the Internet.

② There's an in-depth group test of PCs being sold specifically for home users — do these machines really give you everything you need?

③ There's a special feature on Westwood's stunning Legend of Kyrandia 3 — and we review the game *from start to finish*.

④ You'll get an exclusive free gift of a high quality Rise of the Robots 1995 calendar.

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⑥ You can read all about how mighty Microsoft plans to change your life, by brining interactive television to your living room.

⑦ You can find out how the Internet newsgroups cater for your spare time interests in our workshop series.

⑧ Ever felt you could write a game to match the professionals' efforts? We tell you all about Klik & Play, a games creator program which could enable you to do just that.

⑨ You can read the definitive reviews of Little Big Adventure, Ecstatica, Under a Killing Moon, The All New World of Lemmings, and many, many more.

⑩ It's available in two versions: with TWO high density disks for just £3.95, or a special CD-ROM cover-mounted edition for just £4.95.

PC REVIEW JANUARY 1995 OUT ON DECEMBER 15TH

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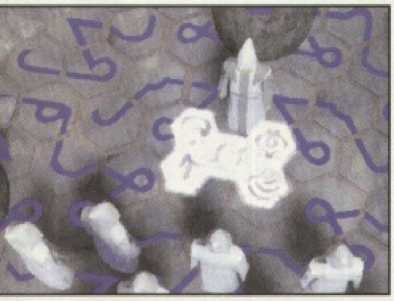
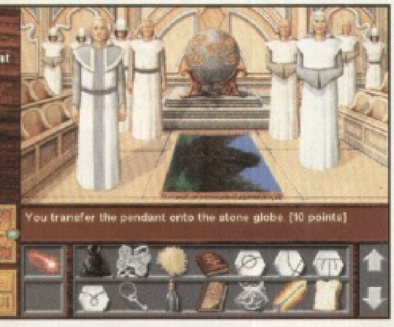
# Death Gate CD

**Dean Evans whips out his mighty weapon and does battle with the dragons of Death Gate.**



The game starts promisingly enough with a rendered intro showing how the world was split into five realms.



You transfer the pendant onto the stone globe. [10 points]

It's a bit disconcerting stumbling into a room full of Sartans, the mortal enemies of your own race. But maybe they aren't such bad people after all. You hope.

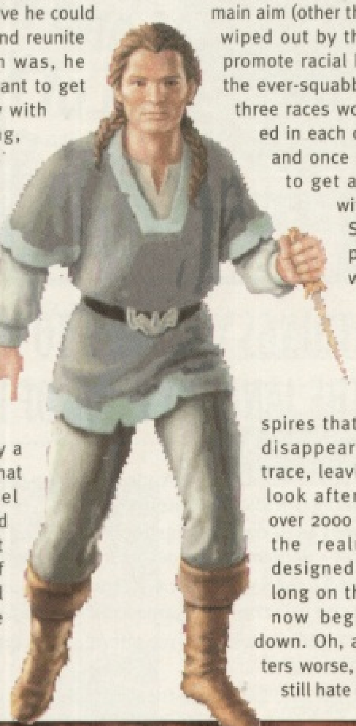
**Once upon a time there were two races: the Sartan, who had white hair with dark tips; and the Patryn, who had dark hair with white tips. Now the Sartan and the Patryn didn't like each other very much, and after one particularly violent disagreement over which hair colour looked the least crap, they decided to have a war.**

After many years of hacking and slaying, the Sartan came up with a plan to split the world into five bits, the realms of earth, air, fire and water, and the Labyrinth. The four elemental realms would be home to the three lesser "mensch" races, elves, humans and dwarves, while the defeated Patryns would be imprisoned in the Labyrinth until they had learnt their lesson.

After a couple of thousand years locked up in their hostile hell-hole, the Patryns began to get a bit cross, and a handful of the plucky folk managed to escape. One of these happened to be the powerful Lord Xar, a clever chap who knew a bit about magic.

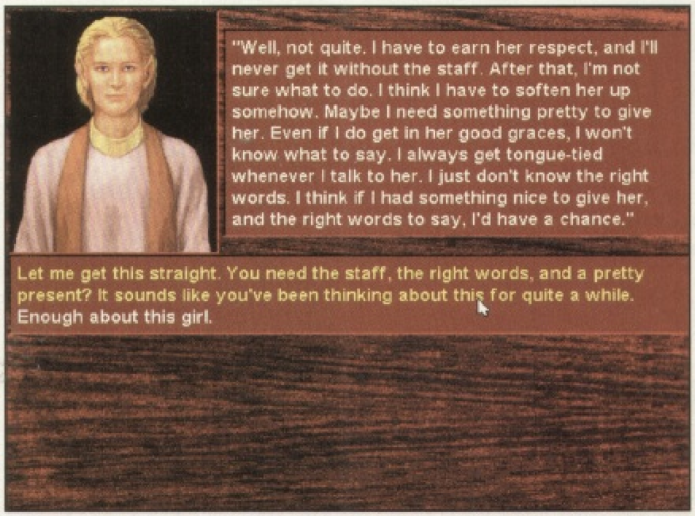
As soon as he escaped the Labyrinth, he set about researching a way of piecing the world back together again so that he could free his people and destroy the hated Sartan. He discovered that each realm contained a magical stone, or seal piece, and if he managed to find all five he could join them together and reunite the world. Problem was, he didn't particularly want to get his own hands dirty with all that adventuring, and so he picked on one of his fellow escapees to do the job for him.

The escapee in question is a heroic young Patryn called Haplo. You, in other words. Equipped with a magic flying ship (and when I say a flying ship, I mean that literally: you travel around in a boat fitted with wings) you must journey into each of the four elemental realms, locate the seal pieces and bring them back to the Lord Xar.



Not that it's going to be easy, of course. As you go about your quest, it soon becomes apparent that the Sartan weren't such a bad lot after all, and their main aim (other than avoiding being wiped out by the Patryn) was to promote racial harmony amongst the ever-squabbling mensch. The three races would be represented in each of the four realms, and once they'd all learned to get along in harmony with each other, the Sartan would reappear and make the world whole again.

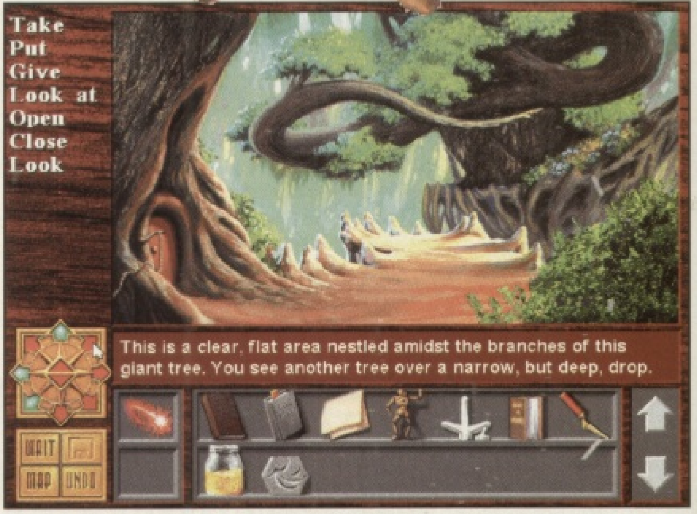
Unfortunately, things have not gone exactly according to plan. It transpires that the Sartan have disappeared without any trace, leaving the realms to look after themselves for over 2000 years. Worse still, the realms were never designed to exist for that long on their own, and are now beginning to break down. Oh, and to make matters worse, the mensch races still hate each others' guts.



"Well, not quite. I have to earn her respect, and I'll never get it without the staff. After that, I'm not sure what to do. I think I have to soften her up somehow. Maybe I need something pretty to give her. Even if I do get in her good graces, I won't know what to say. I always get tongue-tied whenever I talk to her. I just don't know the right words. I think if I had something nice to give her, and the right words to say, I'd have a chance."

Let me get this straight. You need the staff, the right words, and a pretty present? It sounds like you've been thinking about this for quite a while. Enough about this girl.

Conversations take place in the usual multiple choice format: the character talks, then you pick a suitable response from a list. This elf prince wants you to help him get his girl. What does he think you are, a ruddy dating agency?

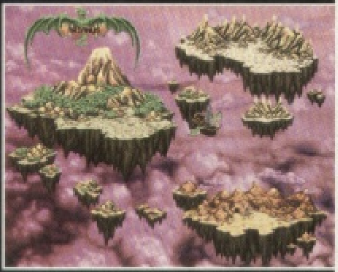


This is a clear, flat area nestled amidst the branches of this giant tree. You see another tree over a narrow, but deep, drop.

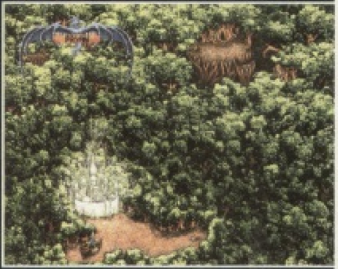
Idyllic, no? The realm of fire turns out to be a very green and very pleasant land which is inhabited by tree-dwelling humans and elves and ground-dwelling dwarves. Now if only they could get on together.

## In Your *Element*

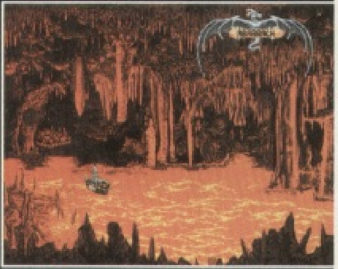
**Your adventure will take you to four different realms, each with its own climate and, of course, its own problems.**



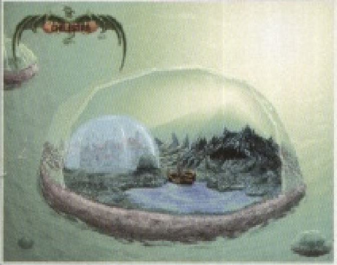
**Arianus, the realm of air, is notable for its lightning storms and the large, continent-sized Kicksey-Winsey machine. Trouble is, no-one really knows what the Kicksey-Winsey machine does...**



**Pryan, the realm of fire, is an immense sphere where people live on the inside. Energy comes from four internal suns, giving it a rather pleasant climate, albeit a hot and sticky one.**



**Abarrach is the realm of stone and is the most hostile of the four realms. A mystery plague has decimated the population, but corpses are kept alive by necromancy to carry out menial jobs.**



**Chelestra is the realm of water, where people live in enclosed islands inside a huge, water planet. But there's something incredibly evil living here, and you have to find it.**

All this makes your quest a lot more complicated than you might have imagined. Not only do you have to find the seal pieces, but you also have to get the humans, elves and dwarves to speak to each other again and stop the realms from dying. What's more, Lord Xar turns out to be a power-hungry maniac who will gladly sacrifice the mensch in order to get back at the Sartan. Oh, the problems of being a hero in an adventure game, eh?

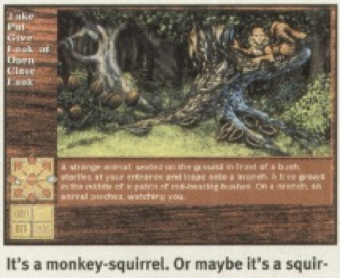
The game itself is standard Legend stuff: you have a little picture representing your location, an inventory at the bottom of the screen and a list of options down the left-hand side. There's also lots of text. Death Gate is like a text adventure with pictures except that you don't have to type. If you click on something on screen some text pops up to tell you what it is. If you do something, such as use an object or whatever, some text pops up to tell you what you've done. No animations. no people wandering about. Nothing. just pictures. And text.

Sounds a bit basic, doesn't it? Well, it is. Despite the fact that Legend has added SVGA graphics and digitised speech, there is little difference between this and, say, Companions of Xanth or Superhero League of Hoboken. Death Gate is slightly better presented than either of those two games but the game engine is practically identical. It doesn't make it a bad game, but if you're used to the sophistication of a Sierra or LucasArts adventure, you'll find this a bit primitive at first.

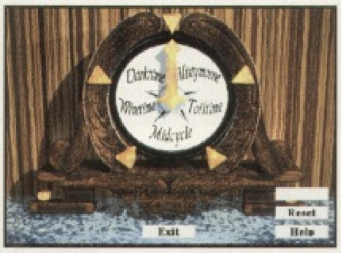
However, the story (even if it the usual cliched elf, wizard and dragon nonsense) is quite engaging, the plot is well structured and the puzzles are satisfyingly difficult without being illogical. None of your "stick the apple up the monkey's bum to open the door" type nonsense. They're the sort of puzzles that are completely obvious *after* you've solved them. But not before.

What I'm trying to say is that this is actually a good game. It's big, it keeps you interested and once you start you just have to finish it. It will appeal to anyone who likes fantasy adventure games, as well as fans of Margaret Weis and Tracy Hickman who wrote the books that it's based on (there's even a short story by them in the box).

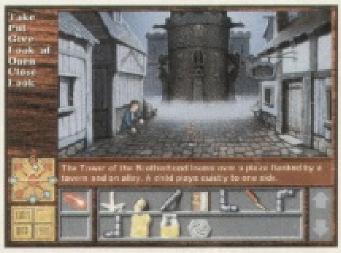
Having seen both Companions of Xanth and Superhero League, I admit that I had my doubts about Death Gate — I can't say I'm a great fan of the Legend control system. But once I'd got over my initial scepticism I really enjoyed this game. If you're a fantasy nut you should definitely give it a try. As I've said, it's big — you aren't going to finish in a day, that's for certain — and it has a lot of depth to it. Oh, and the SVGA graphics do make quite a difference, even if the animation is minimal. It's seems as if Legend have managed to make a silk purse out of a sow's ear after all.



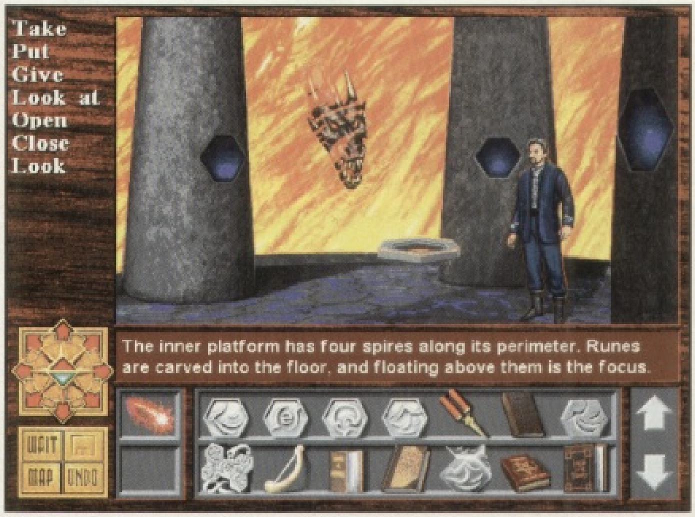
**It's a monkey-squirrel. Or maybe it's a squirrel-monkey. Who knows? Anyway, it likes nuts, so be a love and go and find it something to eat.**



**Death Gate is full of fiendish logic puzzles, such as this. Here, you have to set the clock to the correct sequence of times in order to open the secret draw in the mantelpiece.**



**The mysterious Tower of the Brotherhood is where the assassins hang out. Lord knows why you'd want to go inside, but you do. Only there's no doors. Tricky, eh?**

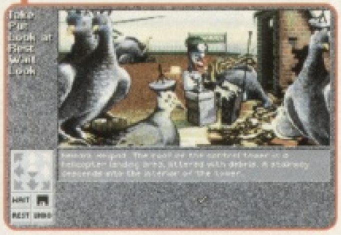


The inner platform has four spires along its perimeter. Runes are carved into the floor, and floating above them is the focus.

**There you are, desperately trying to reunite the world and bring peace, love and happiness to everybody, when a large, evil black dragon comes along and makes your life a complete misery. It's tough being a hero.**

### It's a bit like...

**...Superhero League Of Hoboken. The interface is almost identical (except that it doesn't have SVGA graphics) but the plot couldn't be more different. In this game you take charge of a band of mediocre superheroes, including Tropical Oil Man and RoboMop, and have to defeat evil Doctor Entropy over a series of wacky missions. Very daft.**



### DEATH GATE^CD

ACCOLADE/LEGEND

(0181) 788 0200

£39.99 OUT NOW

MINIMUM **SPEC**

33MHz 386, SVGA, 4Mb RAM and CD-ROM drive.

ALSO **SUPPORTS**

Mouse; Sound Blaster and Roland soundcards.

### *THE GOOD...*

- Intriguing plot.
- Plenty of good, logical puzzles.
- It's big.

### *...AND THE BAD*

- Usual Legend interface.
- Lots and lots of text to read.

### *Overall*

***85%***

# Dragon Lore CD

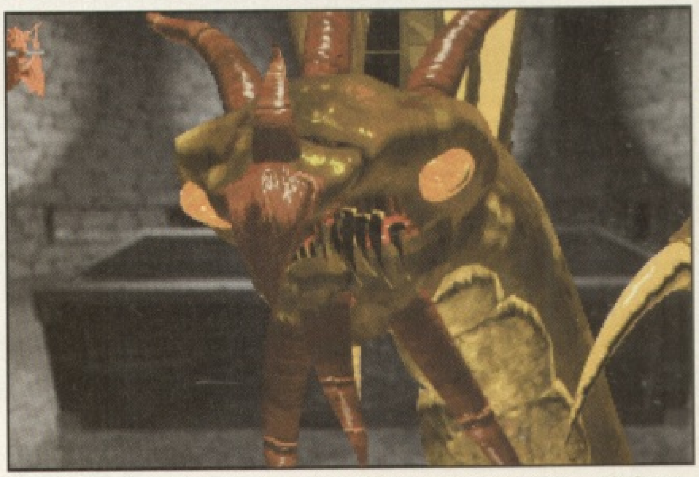
**Expecting swordfights and fire-breathing dragons, Alex Simmons ventured deep into Mindscape's fantasy adventure...**

**"Excellent — Dragon Lore is finally here!" I exclaimed when Cryo's latest effort landed with a thud on my desk. What's more, I am the chosen one — the golden finger of Big Boy Dave had reached out and picked little old me to review it. Enthusiastically I removed the CD from the box and slid the shiny disc into my PC. "Er, Dave, this can't be the finished game — it's just a load of screenshots. Eh? What do you mean this *is* the final game? Are you sure?"**

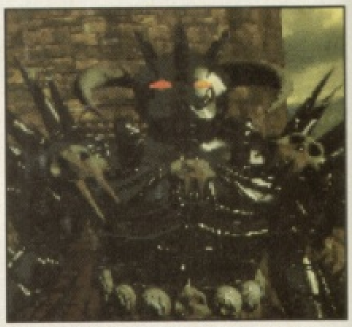
Yes, this is indeed the finished product and, as you've probably already gathered, Dragon Lore is not quite the all-singing, all-dancing classic that Cryo — and Mindscape, for that matter — initially promised. In fact, it's quite the opposite. Instead of the 'Best Graphic Adventure Yet!' as guaranteed by the back-of-the-box blurb, what we have here is essentially a selection of pretty but static images linked together by a limp fairytale storyline and some *very* easy puzzles. Quite different from the game's rather optimistic claims, I'm sure you'll agree.

Dragon Lore is a graphic adventure of sorts, but one that's very different from the games of LucasArts or Sierra which typify the genre. It's a first-person flick-screen scrolling beast, which has many similarities to the weird but wonderful Myst. As Werner, a young warrior prince who was orphaned as a child when his father was brutally murdered, your aims are simple — battle against the forces of darkness in an attempt to become crowned a DragonKnight and restore peace across land.

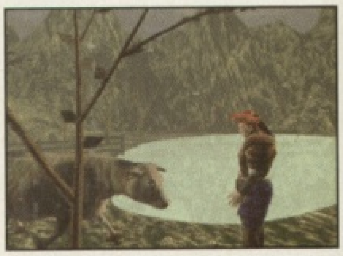
Once past the game's epic intro we join Werner as he returns from the fields, after gathering wood for his step-father. It's your Dad who presents the first challenge of the game which, it turns out, is a far cry from the hack-'n'-slay glory missions that game heroes are normally associated with. Apparently, the cow needs milking — but there isn't a bowl to collect it in.



(Above) Talking to the other characters in the game is actually very limited. You can't choose which questions to ask, you simply click on their portraits to keep the conversation going.

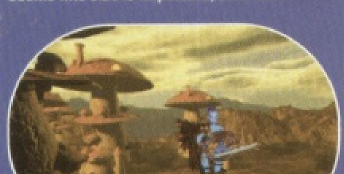


(Above) Avenge your father by beating the crap out of the dark DragonKnight.
(Below) They always say you're good with animals, but talking to cows is ridiculous!

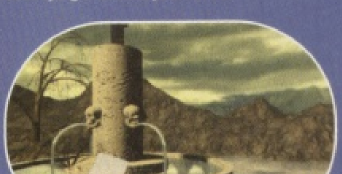


## God, *This Is Easy...*

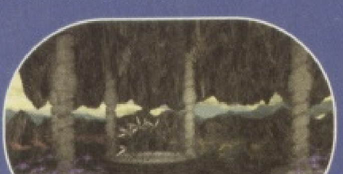
Talking to he attractively blue girl reveals that much can be learnt from the little people. The problem is, you're too big to fit inside their teeny-weeny houses. Hmmm, seems like size is important, after all...



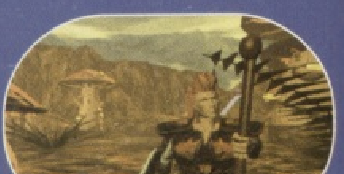
Luckily, you know a glade where strange, size-changing plants grow. But before you can go there, you first need to create a make-shift gas mask by soaking a cloth in water then tying it around your face...



...Thank MacGyver for that! The gas mask works, allowing you to walk safely into the garden of poison plants. Without the cloth you'd collapse to the ground, rendered unconscious by the potent flowers...

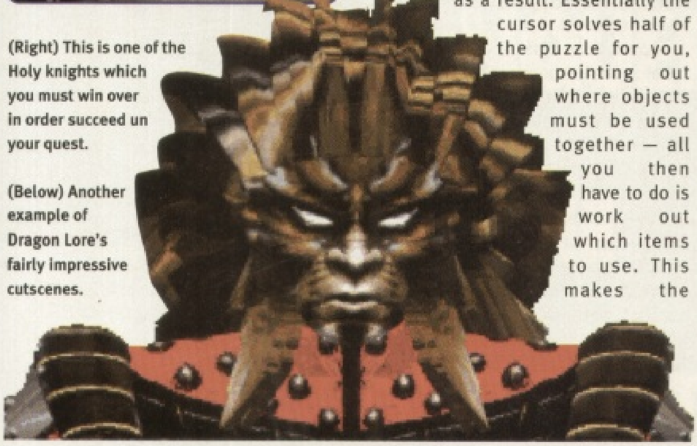


Having grabbed a handful of blue flowers, you make haste back to the mushroom village. After removing the mask, you take a bite of the flowers and within seconds you shrink to the size of a thimble...



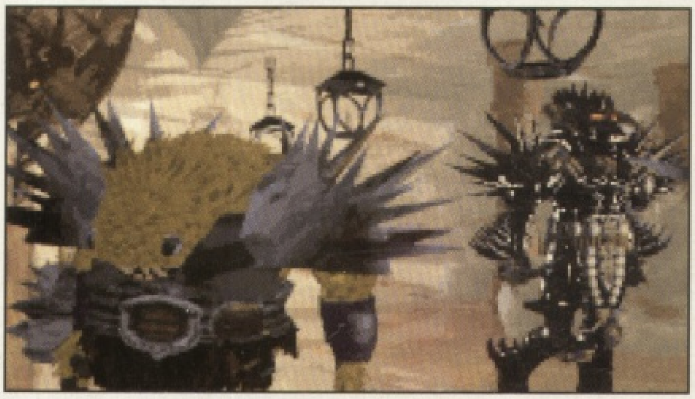
## It's a bit like...

**...Myst. No, honestly, it is. Both games use flick-screen scrolling and generally have the same 'feel' of a picture book adventure. However, Myst is visually superior (even though there are no animated cutscenes), is more intriguing and is backed by an absorbing, surreal storyline. Besides, in Myst do you have to milk a cow before taking it for a walk around the pasture? No, thank God.**



(Right) This is one of the Holy knights which you must win over in order succeed un your quest.

(Below) Another example of Dragon Lore's fairly impressive cutscenes.



Leaving behind your sword and leather armour, it's up to you to find a suitable receptacle for the cow's warm juices before poor Daisy (groan) swells to bursting point. Then it's time to lead her down to pasture so she can graze. It's only after completing these tediously menial tasks that Werner can leave behind his everyday chores and begin his quest proper.

Dragon Lore is entirely mouse-controlled, with an annoying dragon-shaped cursor used to perform a variety of simple tasks such as examine, grab, use and, of course, move. The cursor is 'intelligent' too, in that it will automatically indicate to you when moved across a part of the scenery which can be interacted with.

But while this makes the game much simpler to play, personally I think it's also made it a little too easy as a result. Essentially the cursor solves half of the puzzle for you, pointing out where objects must be used together — all you then have to do is work out which items to use. This makes the game incredibly easy, especially at the beginning of the adventure when all the solutions are placed adjacent to the puzzles themselves.

In fact, the game is extremely linear in that sense, placing one puzzle after the next and offering the player no real sense of freedom. As the puzzles are relatively easy, it won't take too long to complete the game — I'd say about three days at the most. And even then a lot of your time is spent talking nonsense to the various creatures encountered throughout the game.

Movement is far too restrictive, too. Sometimes, even when the way ahead seems clear, the game just won't let you pass. The game is packed with invisible barriers which prevent Werner from moving freely around, which doesn't help to create a believable game world.

For example, in one of the game's locations the path ahead is blocked by a spider's web, but there are empty fields surrounding each side of the obstacle. Obviously, the simplest solution to the problem is to walk around the web, but you can't. Instead the web must be destroyed (another of the game's oh-so-simple puzzles) so you can stick to the path and continue on your quest.

doesn't fall short of the mark purely because of its linearity. The graphics look brilliant, so surely Dragon Lore's presentation is top-notch? Well yes, generally the game looks very smart indeed, but every now and then there's the occasional duff image that'll make you smirk with amusement. Take the rendered cutscenes as a prime example; overall they look absolutely stunning, but the animation of the characters is stiff and unrealistic.

Then there are the portraits which appear during the dialogue scenes. Many are poorly drawn and all are dogged by appalling lip-synching — all too often the characters' mouths will keep moving even though they actually stopped speaking a few seconds before.

And while we're on the subject of presentation, the game's sound ought to be mentioned to. While the musical score during the intro sequence is tense and superbly atmospheric, the in-game sound effects are muffled, often annoying and have all the atmosphere of a lifeless moon. What more can I say?

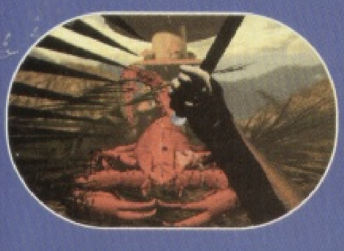
What else is wrong with the game? Ah yes — is there any point including a variety of attacks when the majority of the creatures can be defeated using the same slicing blow? Your opponents may block the odd attack, but generally engaging the enemy is simply time-consuming rather than challenging.

Dragon Lore isn't entirely bad, though. The game can be tackled in two ways, either by solving puzzles and earning the objects needed, or by fighting your way through the game, nicking the necessary items off the bloody corpses. Either way you'll reach the end of the game, but whether you'll be crowned a DragonKnight or not is a different matter entirely.

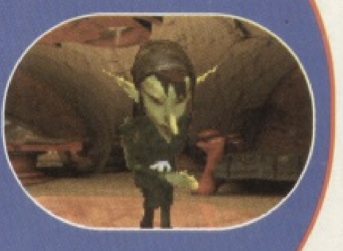
It's quite fun too, but for all the wrong reasons. Both Dave and myself found Dragon Lore highly amusing, but that's only because we ended up laughing at the game's numerous imperfections, rather than at the in-game humour itself.

Very disappointing and far from the classic adventure it promised to be, Dragon Lore definitely has its merits, but unfortunately these are drastically outnumbered by the game's flaws. Let's just hope Cryo rectify all the problems before the release of the sequel, Dragon Lore 2 (clever!), at the end of next year.

But you soon discover that it's not easy being small, when a new threat arrives on the scene — a giant red scorpion. Fortunately, you can take the sting out of its tail with a couple of well-placed blows....



With the poisonous beast dead and buried, you're free to wander around the toadstool village and chat with the little green folk. Er, hurrah.



**DRAGON LORE**

**MINDSCAPE/CRYO**

**(0444) 246333**

**£44.99 OUT NOW**

MINIMUM **SPEC**

33MHz 486, VGA, 4Mb RAM, 8Mb of hard disk space and mouse.

ALSO **SUPPORTS**

Sound Blaster soundcard.

***THE GOOD...***

- Visually excellent, with some pretty nifty static images.
- Smart cut-scenes and an intro sequence of epic proportions.

***...AND THE BAD***

- The game is little more than a load of still pictures.
- It's also far too linear, giving the player very little sense of freedom.
- The puzzles are very simple, making the game too easy to complete.
- Combat is often pointless, as most enemies can be defeated using the same attack.

***Overall***

**54%**

# Power Drive

## Wearing bell-bottom jeans, Alex Simmons enjoys a little golden nostalgia with US Gold's latest racer.

**It seems US Gold, ever-keen to follow the latest trends, are going retro. Forget all those processor-hungry games like Wing Commander 3 and Magic Carpet — Power Drive, the Birmingham-based softco's new arcade racing game, takes you back to the good old days when the Amiga was the machine of the future.**

Back then slick 3D-rendered hi-res images were simply unheard of, and as for interactive full-motion video movies, what were they? Now, sadly, long gone are the days when good old gameplay took priority over graphics. Or so we thought. Power Drive is a serious step back in time, to when overhead racing games like Gremlin' Super Cars were very much in fashion.

Since then top-down racers have been notably sparse, although Micro Machines quite rightly made a big impression on the games-playing public. Power Drive, while similar in style to most other overhead racing games, takes the genre in a totally new direction, concentrating on the exciting motor sport of off-road rallying.

Power Drive is a multi-player game in which each driver must compete on the toughest rally course from across eight countries, including Kenya, Australia and Britain. Rather than competing against each other directly, human competitors battle it out in time trials, the slowest drivers eliminated at the end of each round.

The one-player game is much more simple. The lone player races against the computer on the Rally Cross stages, while the time trials are set against the clock. The skill tests, on the other hand, are more of a test of advanced driving techniques.

Choosing between keyboard or joystick control, Power Drive offers you the option to practice before competing for real. This allows you to familiarise yourself with any of the six cars, which range from the cheap-'n'-cheerful Mini Cooper to the top-of-the-range Sierra Cosworth. Any of these cars can be bought during the racing season itself, providing you can muster up enough cash by either winning or collecting the cash bonuses found scattered around the courses.

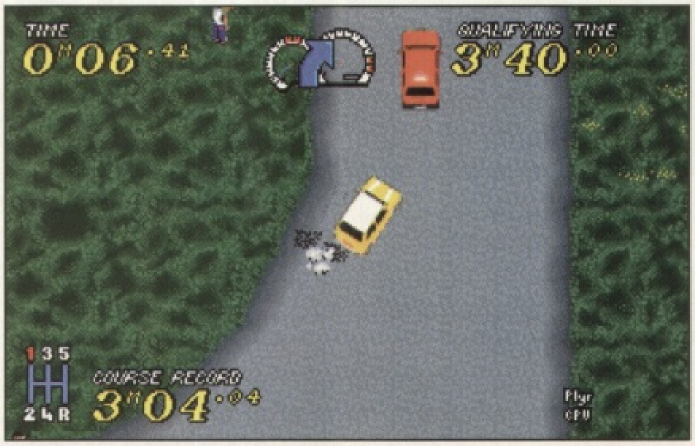
Apart from instant cash pay-outs, other roadside bonuses include nitrous oxide canisters (which temporarily boost your speed) and time-stops (which freeze the clock for five seconds). The latter proves most helpful as, even though some of the races are against a computer-controlled opponent, you must still finish the set quota of laps before time runs out. Obviously crashing into obstacles wastes precious seconds, but knocking cones across the track incurs a further time penalty so watch out.

Money is all important too and, as mentioned before, there are two main ways of earning it — either by winning races or by collecting the bonus icons. Cash is used for a number of things. Obviously more money equals a better car, but don't waste all the cash as you'll need to fork out for repairs (which can either be cheap or expensive, depending on your driving).

It costs to compete, too, and as the games progresses, the racing fees increase. And these later stages are also extremely hazardous, with snow and rain deteriorating the surface of the track and night racing (driving using only your headlights to see) proving particularly treacherous.

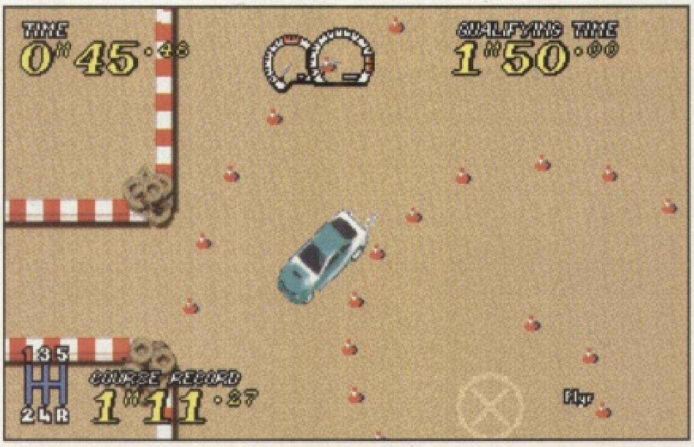
But even though Power Drive has all these features, the game still seems extremely dated. It's difficult to play too, as the cars appear to steer themselves which is initially *very* frustrating. You'll oversteer to correct a skid, then end up spinning in the other direction because the computer automatically rectified the mistake itself. Visually it's not that brilliant either, looking more at home on the Amiga rather than the all-powerful PC.

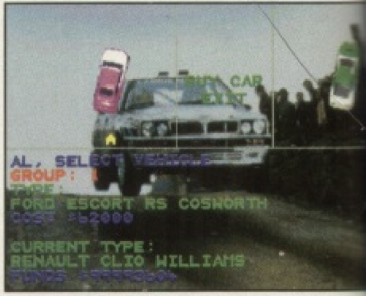
Although quite enjoyable, Power Drive never generates any real excitement — a crime given the white-knuckle nature of 'proper' rallying. While there's undeniably a gap in the market for a good top-down arcade racer, Power Drive, sadly, doesn't fill it.



(Above) When you first start out all you can afford is a rusty old Mini Cooper. Obviously the bloody thing is useless, and won't even start on cold mornings.

(Below) The skill test is a race against the clock. Speed around the course, adhering to the track, and dodging the cones to avoid crippling time penalties.





AL, SELECT VEHICLE
GROUP :
FORD ESCORT RS COSWORTH
CURRENT TYPE :
RENAULT CLIO WILLIAMS

Save up a bit of cash and you can invest in a brand new car, like the powerful but extremely expensive Sierra Cosworth.

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**MINIMUM SPEC**

25MHz 386, VGA, 2Mb RAM and 10Mb of hard disk space.

**ALSO SUPPORTS**

Joystick; Sound Blaster, Gravis UltraSound and Roland soundcards.

### THE GOOD...

- Brings back fond memories of ancient Amiga games.
- There are loads of cars to choose from — providing you can stump up enough cash.
- The skill test is quite good fun.

### ...AND THE BAD

- The control system is awkward, making the game initially frustrating.
- Looks dated and resembles a game from five years ago.
- Lacks any real sense of excitement.

**Overall**

**69%**

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**REAL DEPTH - REAL GAMEPLAY**
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*© 1994 Anco Games* *Anco Software Ltd, 7 Millside Industrial Estate, Lawson Road, Dartford, Kent DA1 5BH Tel: 0322 292513 Fax: 0322 293422 Amiga: Min 1 Mb, 1 button, 2 button and CD32 joypad compatible IBM PC: Min 386/33 MHZ VGA 2 button or Gravis joypad compatible. Soundblaster compatible. * Screen shots displayed are representative of IBM PC and Amiga 1200 versions only.*

# Voyeur CD

**"Thou *shall* covet thy neighbour's wife!" cried Alex Simmons, as he drooled pathetically over Interplay's dire FMV thriller.**

**Sex has always been used to sell products. Why do you think The Sun sells so many copies? Most people don't buy Britain's biggest-selling newspaper to catch up on the latest news from around the globe. Instead they flick through the pages, check out the gossip to see who's sleeping with who, then turn to page 3 and gawp at some buxom beauty's voluptuous body.**

The tabloids aren't alone, either. Scantily-clad cuties are used to sell everything from shampoo to cereal to computer games. Cast your mind back to when a virtually-naked Maria Whittaker posed for the cover of that C64 classic, Barbarian. It sold by the bucket-load, and kids around the country where left drooling as they stared Ms Whittaker's bulging bikini.

It's the same with Voyeur. In the adverts, a shapely brunette, dressed in little more than black stockings and suspenders, entices Joe Public to fork out forty quid for the game. But when he finally gets it home, what does he see? Zip. Nothing. Not even a nipple.

You see, Voyeur promises so much but gives so little. I was expecting an absorbing murder/thriller akin to Hitchcock's Rear Window, but instead found the game far from involving, ridiculously limited and possessing all the tension and suspense of a Tom and Jerry double-bill. What's more, the game is cursed with (unsurprisingly) bad acting and a plot more suited to a particularly lame episode of Dynasty. I'm sorry to sound so negative, but Voyeur left me feeling so *empty*.

Initially it looks all very promising, as the scene is set during the one of the game's many full-motion video sequences. Accompanied by a suitably eerie Basic Instinct-style musical score, a grey-haired guy called Frank is cuffed to the Governor's bed at gunpoint, then slowly undressed by a leggy, dark-haired girl dressed only in black lace underwear. Sounds promising, but when the steamy undercover romp is interrupted by a phonecall on the bimbette's mobile, you're left feeling cheated and sorely disappointed. It's not the last time you'll feel like this, either.

As the intro sequence rolls on, you are introduced to the Governor himself, Reed Hawke, a shady character with aspirations to the Presidency of the United States — and you've been hired by his political rivals to collect evidence on his dirty dealings, which will then enable them to put a stop to his efforts.

In order to do this, you've set up camp in an apartment which overlooks the Governor's luxurious mansion. During the next couple of days you'll live, breathe and sleep in this room, with no connection with the outside world apart from a television, a phone and a camcorder. The latter device proves most important for this mission of secrecy, as it's your only means of gathering facts which could lead to the conviction of Reed Hawke.

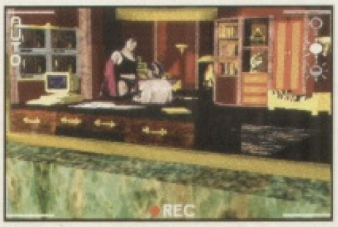
Taking a closer look at Hawke Manor by gazing through the viewfinder, the camera can be tilted to look into the numerous rooms which back on to your flat. Moving the crosshair using the mouse, any rooms of importance are highlighted with one of three icons; either a magnifying glass, an ear or an eye. Clicking on one of these icons zooms in on the room, and it's from these close-up views that you can begin building a case against Hawke.

Any room bearing the magnifying glass icon hides one or more objects of interest. These can be examined in more detail with a further click, and any potentially useful info is then recorded for use as evidence later in the game. Oddly enough, the magnifying glass can be used to view computer screens and even read books, even if the VDU is facing the other way or the book is closed. Funny, I've never seen a camcorder which can interact with distant objects.

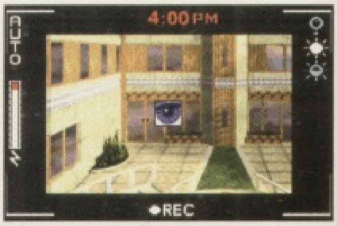
Returning to the exterior view of Hawke Manor, more evidence can be aurally collated by clicking on an ear-emblazoned window. The residents of Hawke Manor, most of them family or friends of the Governor himself, often talk behind closed blinds, blissfully unaware that you, with the aid of your hyper-sensitive camcorder, are recording every word they're saying. Most of the time you'll only pick up snippets of information which are little or no help at all, but persevere and you might be lucky enough to overhear the piece of evidence which will seal Hawke's fate.

Back to the outside of the manor, the camcorder can also be used to film some action. Selecting any room highlighted with an eye icon switches over to a short full-motion video sequence in which virtually anything can happen — and usually does.

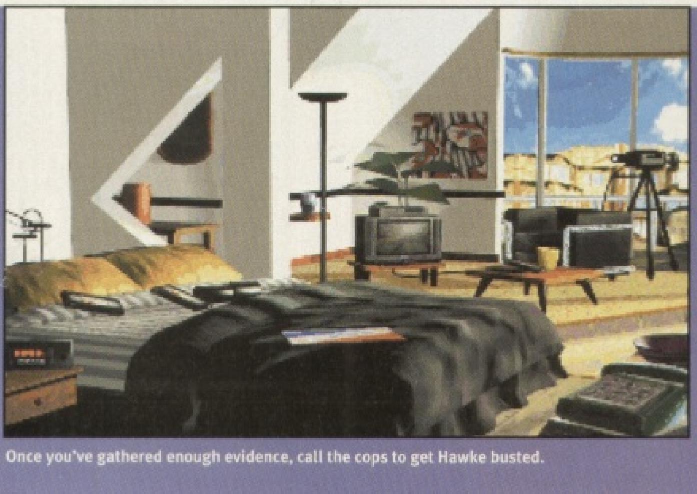
Study the game long enough and you'll see Hawke's sister, Margaret, playing with her brother's genitals (through his trousers), not to mention a bit of all-girl action, a little kinky foreplay and a load of nubile females dressed in nothing more than skimpy panties and bras. The scenes of women in various states of undress have no relevance to the plot whatsoever, and the



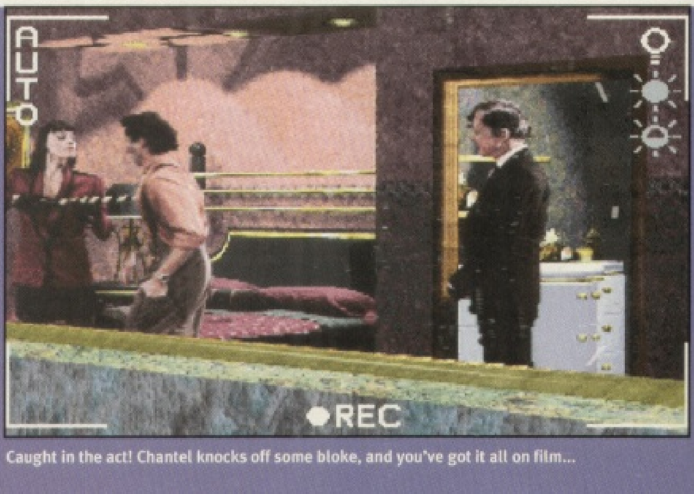
Frank's panting for Chantel and sits up and begs for more.



Click on the eye icon and you'll be treated to one of the game's many FMV sequences.

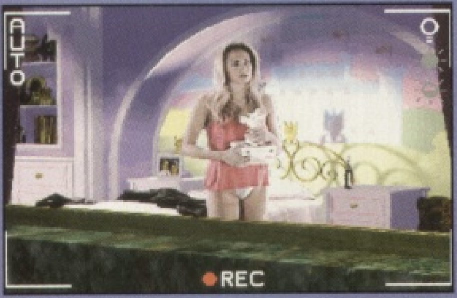


Once you've gathered enough evidence, call the cops to get Hawke busted.

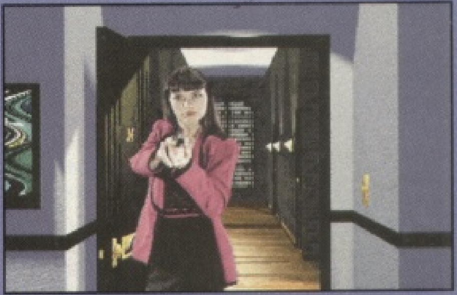


Caught in the act! Chantel knocks off some bloke, and you've got it all on film...

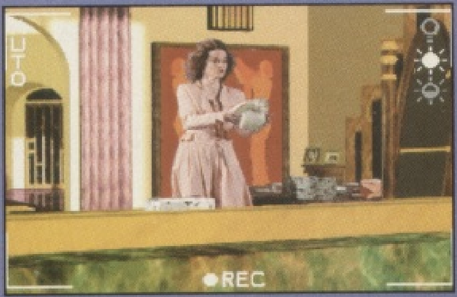
## *Identity* Parade



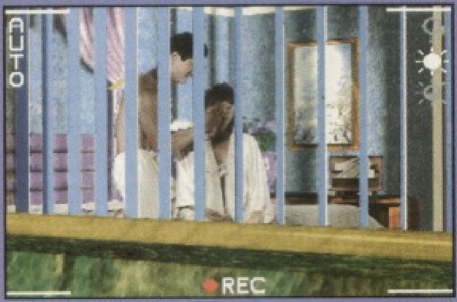
***Chloe***
After starring on the cover of the seedy Inquisitor magazine, Reed is afraid that drugged-up Chloe will give the Hawke family a bad name.



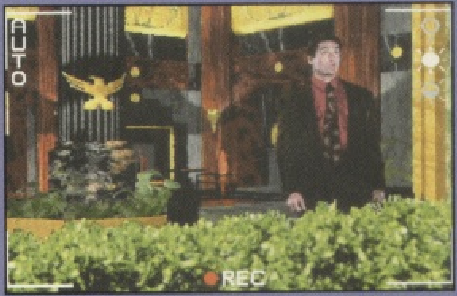
***Chantel***
Chantel is Reed's personal assistant and caters for his *every* need. Armed and dangerous, she is extremely fiendish and sly — watch out for her.



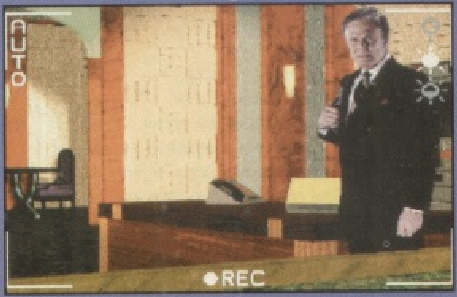
***Margaret***
The dithering Margaret is Reed's sister, but has a disturbing tendency of playing with her brother's love-spuds! Unsurprisingly, she's a nutter.



***Jessica***
Well-respected throughout the environmental community, Jessica and her Oriental boyfriend threaten Hawke industries' plans with their long-term eco-goals.



***Zack***
Starting a new work project using money 'acquired' by Reed, Zack has been sworn to secrecy otherwise the business deal — and his life — are terminated.



***Reed***
Running for President in the next election, Reed Hawke is the corrupt Governor who you must bring to justice by videotaping his heinous plans.

fuzzy FMV shots fail to titillate, so these supposedly 'saucy' episodes are somewhat redundant.

Again, all the video sequences should be recorded for later use, but unfortunately previously-viewed clips can't be skipped in subsequent games otherwise they won't appear on the final tape. Yep, you'll have to sit through all the second-rate acting when you return to Voyeur for a second time (which, inevitably, you will).

Even though a limitless stack of video tapes is at your disposal, the game is set against the clock. You have two days to accumulate enough evidence and hand over the case to the police before Hawke's press conferance on Monday morning. Also, the Hawkes will eventually realise that they're being watched and, when then do, your mission will end rather abruptly as a well-aimed bullet is lodged in your skull.

As filming progresses, the camcorder's battery drains. The recharging process take time and therefore only a few, choice clips can be recorded during the day before the power runs dry. This prevents you from recording everything you see and therefore solving the game within minutes.

As the game sort of runs in real time, take too long to pick a window and you'll only catch the last bit of the conversation. Therefore it's vital to play the game more than once, noting down the time and location of the the useful evidence, before replaying the game and recording all the correct clips at all the right times. This is tedious, and still the game can be completed within an hour.

However, there is more than one way to play Voyeur. You can either opt to build a case against the Governor to get him arrested, or you can attempt to save a family member from the murderous hands of Hawke himself. This is done by recording any conversation in which Hawke plans a criminal deed, and then sending the tape to the right person. Choose wisely and the tape will be handed over to the press, thus ending Hawke's bid for the Presidency. Pick the wrong person and you'll end up choking on your own blood.

Even though this all sounds like exciting stuff, believe me, it's not. There's actually very little to do in the game, apart from relentlessly gazing at the goddamn house for even the slightest hint of action. This, as you can appreciate, soon becomes mind-numbingly dull, but is nothing compared to the sheer torture of having to watch the video sequences over and over again. It wouldn't be so bad if the FMV managed to titillate, but it doesn't.

To be brutally honest, Voyeur is a complete waste of space. If you want a murder/mystery thriller, rent a Hitchcock movie. If you're after nudity, buy a copy of Penthouse. Hey, you can even get both for under a fiver.

### It's a bit like...

**...Under A Killing Moon, which scored a respectable 86% in last month's issue of PC GAMES. Like Voyeur, Under A Killing Moon is jam-packed with full-motion video and basically sticks you in the shoes of a detective. However, Killing Moon has a lot more scope and, although it's still quite linear in structure, offers the player a lot more freedom and variety than the far-too-restrictive Voyeur.**

### VOYEUR$^{CD}$

INTERPLAY/ESP

(0235) 821666

£39.99 OUT NOW

MINIMUM **SPEC**

25MHz 486, VGA, 4Mb RAM, CD-ROM drive and mouse.

ALSO **SUPPORTS**

Sound Blaster, Gravis UltraSound and ProAudio Spectrum soundcards.

*THE* ***GOOD...***

- Features a load of girls wandering around in nothing but their underwear.

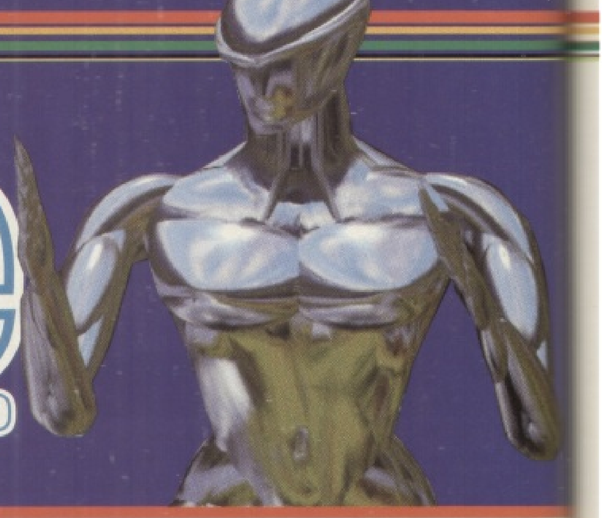
*...AND THE* ***BAD***

- Visually not that impressive at all — the digitised characters are grainy, and are are surrounded by a hazy white line which separates them from the backgrounds.
- The so-called 'saucy' scenes fail to excite.
- Incredibly dull.

***Overall***

**41%**

# Rise Of The Robots CD



**Mirage's high-tech beat-'em-up is finally here! And David Upchurch reckons it's... er... okay. Ish.**

**I rubbed my eyes. I pinched myself. I rubbed my eyes again. I slapped myself in the face so hard that my nose bled. Eventually, after five minutes of intense self-mutilation, I finally realised that no, I wasn't dreaming or suffering from some awful hallucination brought on by over-working — there really *was* a copy of Rise Of The Robots lying on the desk before me.**

You can probably appreciate my scepticism. After all, Mirage's robo-beat-'em-up has been in development for years now, and its promised release date has been changed more times than a baby's nappy.

And as we've waited for the game, we've been teased mercilessly with endless previews and news stories proclaiming that Rise would be the ultimate beat-'em-up, all accompanied by drool-inducingly pretty screenshots of stunning SVGA-rendered robots beating seven shades of Shell out of each other.

Of course, it's almost inevitable that when a game has such a prolonged, hype-saturated pregnancy, the final product will turn out to be something of a disappointment. And there's no getting away from the fact that, graphics aside, Rise Of The Robots *is* most definitely a disappointment.

Oh, there's no denying that Rise is one of the most beautiful PC games ever produced. In SVGA mode it's simply stunning, and it's not bad in VGA mode either (the VGA game is also included on the CD). The animated cutscenes, though brief, are amazing, and the in-game graphics astounding. But if ever there was a software bimbo, then Rise is it — in gameplay terms there's absolutely nothing of any real note going on behind that attractively glossy, high-res veneer.

Rise's action takes place in a stereotypically dark and distant Cyber-future. At the headquarters of Electrocorp, the world's leading robot manufacturer, an Ego-Virus has infected the Supervisor, the highly-sophisticated droid in charge of robot production. Now hell-bent on world domination, she's started reprogramming all Electrocorp's robots, turning them into her own private army.

To combat the problem, Electrocorps bosses have created the Cyborg, a half-human/half-robot android that's totally immune to the Ego-Virus. In theory the Cyborg's task is simple: infiltrate the HQ, locate the Supervisor and then eliminate her. Unfortunately, there are five increasingly-tough guard robots that stand between the Cyborg and the Supervisor, each of which must be reduced to scrap before the final, fateful confrontation can begin.

Rise can be played as either a one- or two-player game. In the one-player game, you take on the role of the Cyborg and have to battle the six guardian droids in turn. There's also a training mode, which lets you practice your fightin' 'n' fumpin' techniques against every droid except the Supervisor, as well as an Options menu that lets you tweak the game's difficulty level, the number of 'bouts' you fight against each droid, the length of each bout and so on.

Unlike rival beat-'em-ups such as Streetfighter II or Mortal Kombat, you don't have different keys for low, medium or high-powered kicks and punches. Instead, Rise employs a 'power bar' system — you build up attack strength by holding down Fire, and then move Up,

## Mental **Metal**

**The Cyborg** is a half-human/half-robot creation, and thus is immune to the Ego-Virus. Incredibly agile and highly intelligent, he's more than a match for the foes ranged against him — in the right hands, of course.

**The Loader Droid** is squat and solid, and equipped with powerful spike-like arms. However, his bulk makes him slow and his limited brain circuits mean he's not the most tactical of fighters.

**The Builder Droid,** code named 'Prime-8' (geddit?), has phenomenally powerful arms which he uses to block any low or medium-height punches. Fortunately his legs are relatively weak, making him slow.

**The Crusher Droid** is nimble and fast, and is fitted with highly-extendable arms tipped with claws. One of the game's deadlier opponents, the Crusher's main weakness is his vulnerable CPU housing.

Down, Left and/or Right to execute a certain type of move, say a flying kick or a low punch. Obviously, the longer you hold down Fire, the more devastating your attack will be should it manage to strike home.

Trouble is, while this gets around the problem of the lack of buttons on a standard PC joystick, it doesn't make for particularly fast or fluid gameplay. In fact, Rise feels decidedly stodgy, slow and, frankly, unexciting — not good things for a beat-'em-up to be. It's also very claustrophobic. Each battle takes place on a single screen, so there's very little room to manoeuvre (not that you can manoeuvre much anyway — you can't even jump over your opponent).

From a beat-'em-up fan's point of view the most disappointing aspect of Rise is the spectacularly unspectacular 'special moves', which are brought about by tricky direction and Fire key combinations. Sorry, but I don't consider moves such as, say the Cyborg's Flying Headbutt or Shoulder Barge, particularly 'special'. And there aren't even any missile attacks for goodness sake!

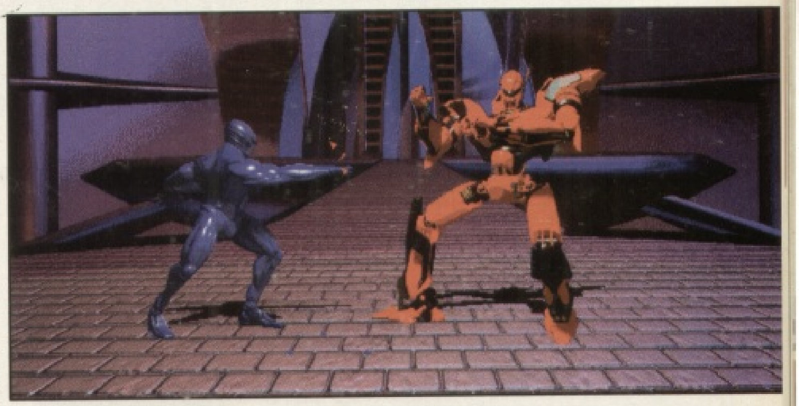
And it gets worse. According to Mirage, Rise is a 'tactical' beat-'em-up. You see, each robot has its individual strengths (high intelligence, long reach, etc) and weaknesses (weak joints, slow speed, etc) and these supposedly have to be exploited if you're to succeed. On top of that, the robots apparently 'learn' your attack patterns, and will cleverly block if you keep repeating the same offensive moves.

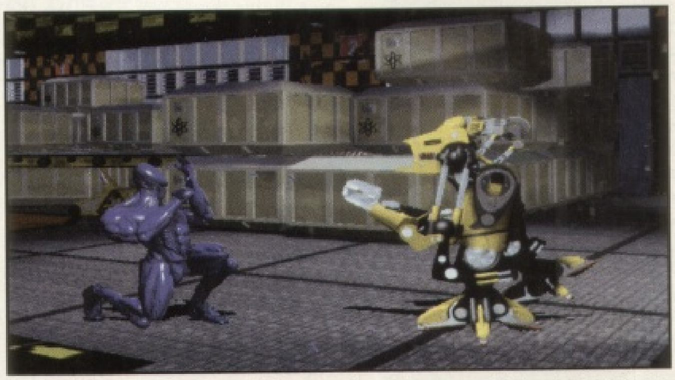
Well, that's all as may be — trouble is, after some experimentation, I found that a combination of well-timed headbutts and high-powered shoulder barges saw off my metallic opponents nearly every time, even on the game's toughest difficulty setting.

As a two-player game, however, Rise proves slightly more enjoyable — but not much. It's still dull and unresponsive to play, but at least competing against another human isn't quite as predictable as playing against the computer. Unfortunately though, the 'fun' is limited somewhat by the fact that one player always has to be the Cyborg. This is due to the size of some of the robots, and it's not possible to have, say, two Sentry Droids on-screen at once. And, as in the training mode, you're not allowed to play that elusive Supervisor either.

Shrouding the Supervisor in secrecy is probably the best idea Mirage had. You can see all the other robots' between-fight cut-scenes and death-scenes by playing the training mode or the two-player game, so really it's only the urge to see what the Supervisor looks like that will keep you playing through the game. And that's just as well, because it certainly won't be the gameplay.

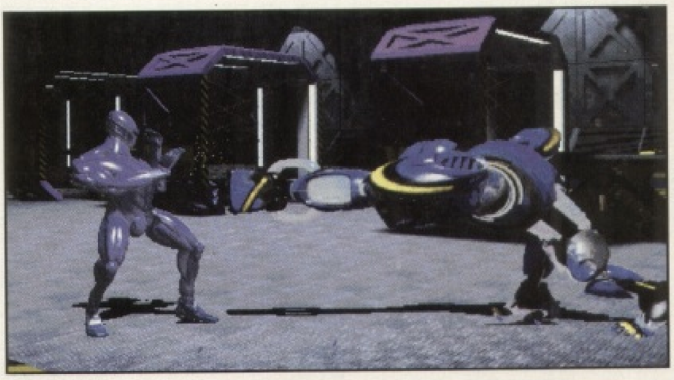
(Below) Ah-ha — the old 'throwing sand in the opponent's eyes' trick!





(Above) The Cyborg gets down on his knees and prays for mercy as the Loader droid closes in for the kill...

(Below) Get away from me, you big ape! (Geddit? He looks like a monkey... No? Oh well...)



## It's a bit like...

...Mortal Kombat. Although there are no truly 'great' beat-'em-ups on the PC, the best of the rather sad bunch is easily this competent if slightly sluggish conversion of the smash arcade coin-op. Featuring a whole host of interesting combatants, each with an array of exciting attack moves and 'specials', Mortal Kombat makes Rise look very poor indeed. Look out for Mortal Kombat 2, set for release this February, which is reputedly coin-op perfect.

## RISE OF THE ROBOTS^CD

TIME-WARNER INT./MIRAGE

(0604) 602832

£44.99 OUT NOW

MINIMUM **SPEC**

25MHz 386, VGA, 4Mb RAM and CD-ROM drive.

ALSO **SUPPORTS**

Joystick; SVGA; Sound Blaster soundcard.

**The Military Droid** is, as you might expect, fitted with a high degree of tactical intelligence. This, combined with his powerful, claw-like hands and fast response speed, make him a very formidable foe.

**The Sentry Droid** is the game's biggest robot. He's equipped with a mini jet-pack, giving him great aerial agility. He's also very fast and intelligent, and has absolutely no known structural weaknesses.

**The Supervisor** is the company's most powerful robot. Capable of morphing into almost any form, she is also highly intelligent and amazingly fast. Your first sight of her could well be your last...

*THE **GOOD...***

- Looks like a doll...

*...AND THE **BAD***

- ...But plays like a dog.

**Overall**

**60%**

# cd updates

**You've played 'em on floppy — and now you can play 'em all over again on CD!** They take up less shelf space, but is there really anything new? Dean Evans takes a look...

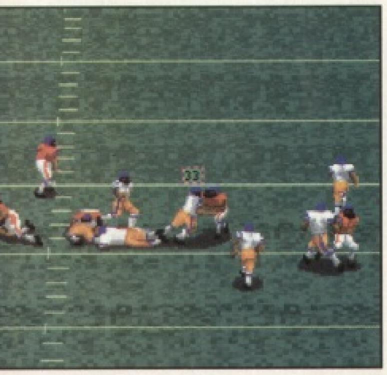
## FPS Football Pro '95CD

FPS Pro '95 has practically all the same features as the original game – 3D stadia, rotatable camera angles, action replays and buckets of stats. It plays a good, intelligent game of football too and, although the graphics are slightly unrealistic and cartoony-esque, the digitised sound is very good and the player animation (which features spins, flips and dives) is excellent. Probably the best I've seen in any football game, in fact.

The major difference between the floppy and CD games (and what sets it apart from its main competitors, such as Unnecessary Roughness and Coaches Club Football) is that Pro '95 includes all the major NFL rule changes for the 1994/1995 season.

Basically this boils down to the fact that you can now elect to run the ball into the end-zone for a two-point conversion, rather than kick the standard PAT. In addition, now kick-offs move back to the 30-yard line, and the field goal system has been overhauled to make long-range goal attempts more feasible.

All in all, Pro '95 is a comprehensive and attractive package and, although it won't bowl you over with fantastic graphics or hyper-realism, it's a very playable American Football sim. If you own the original FPS Football Pro, you might not want to part with another £40 just for new rosters and a couple of rule changes, but if you're looking for the most playable and up-to-date Grid-iron game around, one that features all the NFPLA players, a huge amount of stats and over 10,000 stock plays, then FPS Pro '95 fits the bill exactly.



**Sierra/Dynamix**

**(0734) 303322**

**£39.99 Out Now**

MINIMUM **SPEC**

33MHz 386, VGA, 4Mb RAM, 3Mb hard disk space, CD-ROM drive and mouse.

ALSO **SUPPORTS**

Joystick; Sound Blaster and Pro Audio Spectrum soundcards.

*Overall*

**82%**

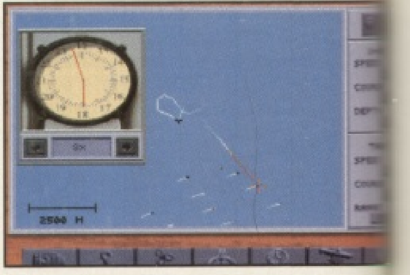
## Aces Of The DeepCD

Aces Of The Deep allows you to command a German U-Boat in single or campaign missions against Allied shipping during World War Two. Like any other submarine sim, the gameplay is fairly straightforward and, whether you choose to play a single mission (you can pick from historical, convoy attack and warship encounter categories) or a full-blown campaign, you must patrol the choppy seas of the North Atlantic, sinking any oil-laden tankers or fat troop ships that bob innocently into your way.

The game itself is practically identical to the floppy version and, if you're not familiar with it, AOTD has Gouraud-shaded polygon ships, rolling waves and probably the most ruthless Allied ship captains you've ever come across in a sub sim. In fact, it's an enjoyable and very playable game, combining good visuals with a complex but intuitive strategy side. I might even be tempted to say that it's the best sub sim I've seen on the PC.

On the CD, however, the new multimedia frills are particularly interesting. First of all, Dynamix has added an FMV interview with six leading German U-Boat captains, so you can sit back and listen to tales of life inside a 'real' World War Two sub. And if that wasn't enough, Dynamix has also included an on-line manual, which contains a historical overview, a World War Two video library and a breakdown of each submarine's capabilities and tactics.

As I said earlier, AOTD is probably the best sub sim around on the PC. This CD package, while it offers nothing *that* new in terms of actual gameplay, will no doubt appeal to the ardent sub fan or World War Two hobbyist. But apart from a FMV Erich Topp and the on-line database, you can't really tell the two versions apart.



**Sierra/Dynamix**

**(0734) 303322**

**£39.99 Out Now**

MINIMUM **SPEC**

33MHz 386, VGA, 4Mb RAM, 1Mb hard disk space, CD-ROM drive and mouse.

ALSO **SUPPORTS**

Joystick; Sound Blaster, Pro Audio Spectrum and Roland soundcards.

*Overall*

**89%**

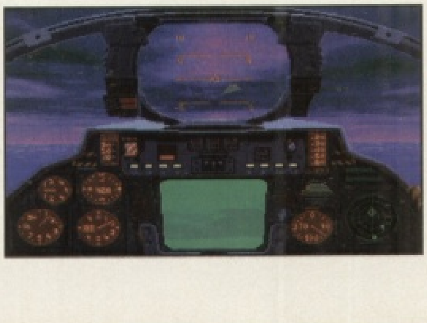
## Fleet Defender GoldCD

Like F-15 Strike Eagle III, the original Fleet Defender game was a good, if a tad blocky, simulation of the Navy's carrier-based frontline interceptor, the F-14 Tomcat. Fleet Defender Gold is the all-singing, all-dancing CD-ROM version of that game, which also boasts a variety of multimedia trimmings and some Full-Motion Video.

Obviously, Fleet Defender Gold contains the original Fleet Defender floppy game (it now runs under Windows), but it also features six new campaigns, two brand new theatres of war (the Korean peninsula and the Indian ocean) and a mission builder which allows you to create an unlimited collection of missions and scenarios. In addition, MicroProse claims that the AI of the enemy planes has been improved, and that there is expanded interaction between the player and his/her wingman. But, to be honest, I didn't really notice any difference.

Most importantly, Fleet Defender has been given the full multimedia treatment. Once you've installed the game to your hard disk (a massive 20Mb of code, which includes Video For Windows), you get an interactive cockpit tour, a series of instructional modules, flight recordings that you can study, and FMV footage from Aviation Week's "Flight Deck" video.

I've said it before and I'll gladly say it again, if you've already got the original Fleet Defender on floppy, is it really worth buying this Gold CD edition just to have some Full-Motion Video and a cockpit tour? Of course, if you're aching for some new missions, then the extra campaigns will keep you more than happy and, if you haven't played the game at all, it's well worth a quick look.



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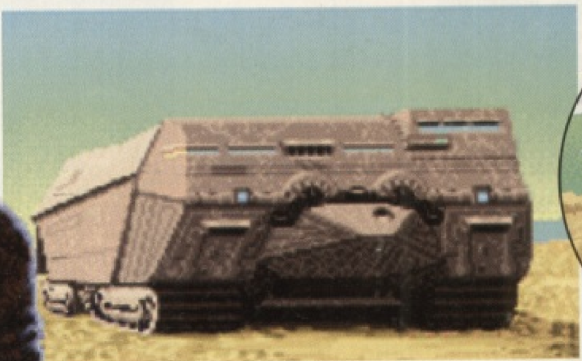


Welcome to the PC GAMES' ***equivalent of Steptoe & Son's rag-and-bone yard, a strange place where cheap isn't always cheerful. Come in and have a look around...***

## Dune II: Battle For Arrakis

**With Westwood Studio's Command & Conquer shaping up to be *the* strategy release of '95, here's a chance to sample the title that premiered the developer's easy-to-use wargame engine.**

Although called Dune II, the game bears very little relation to its predecessor, save for the fact that it's based around the same sci-fi universe populated by massive sandworms. Whereas the original was a fairly nice graphic adventure, this is a top-down strategy game with oodles of atmosphere. And, to be succinct for a moment, it's nothing short of brilliant.

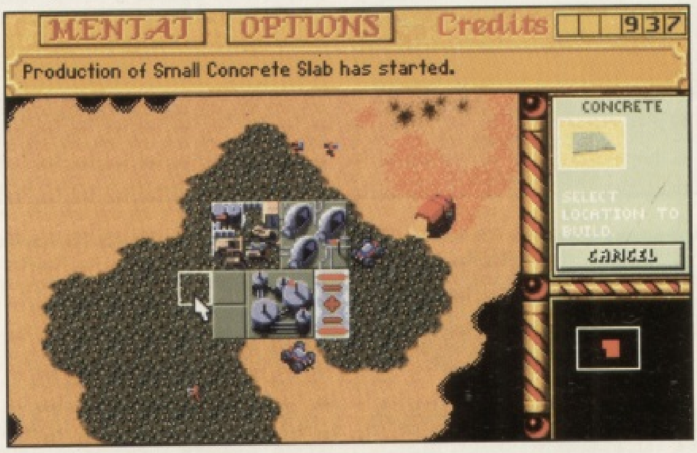
Once you've chose which 'House' to be (they're a bit like the ones at school, but with guns, tanks and other assorted weapons), you're given your mission objectives and then it's straight into the game proper.

Things start off fairly sedately. The first goal is to harvest a set amount of spice. There's no time limit as such, so you can get to grips with the interface and learn how to set up a fully-functioning community using your resources and credits as efficiently as possible. Then rival houses are introduced, and the game becomes much more tense as you battle to fend off their advances, while harvesting for spice in order to keep your bank balance healthy.

It's all a damn sight easier to play than it is to explain. Within a few short minutes you'll be instructing your troops to perform the necessary actions with the minimum of fuss, leaving you to wrestle with the enemy rather than the control system.

A few hours later you'll look at the clock and realise that you've missed a whole night's sleep. And this is no exaggeration — some missions take well over an hour to complete, but the time literally flies by. Well, it did for me — and I can't say the same of many other strategy games.

Until Dune II, I used to regard myself as more of an arcade fan that a strategy gamer. But this game opened my eyes (which, it has to be said, are often blinkered when it comes to sampling new genres). That said, Dune II's latter stages are blimmin' hard — certainly tough enough to test even the most experienced strategists. If there is there software equivalent of sex, this is it.



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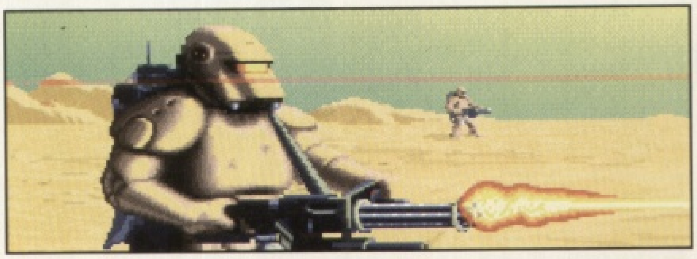

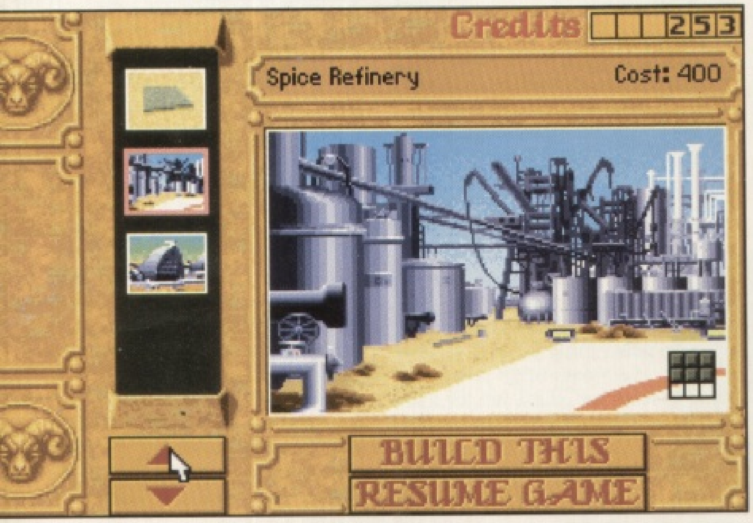

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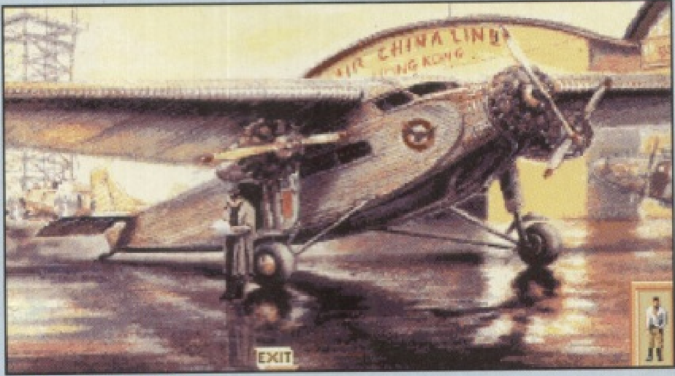


## Heart Of China

**Heart Of China was a brave attempt by Sierra to do something different with the graphic adventure genre. Rather than focussing on one character and his or her exploits, this game concentrates on a trio of unlikely allies whose circumstances dictate they work together towards a mutual end (which preferably results in all three of them staying alive).**

For an adventure crafted in the early nineties, it's still remarkably fresh. Sierra's graphic adventures always had a unique style, and the same is true here. The graphics are 'grainier' than most adventures, giving a much harder edge to the proceedings.

It's an interesting attempt, and one that almost — *almost* — works. There is usually more than one way to solve the various puzzles, meaning that it's often never too frustrating. The manual stresses that the game is not linear and, while it's true to say that are certainly times when you're given a free range, at the end of the day you are constricted by the confines of the adventure, and everything draws towards the same end eventually.

Although Heart Of China is released in a month where there are a plethora of budget adventures, it's still worth a look if you've got the cash to spare. Back in 1991 this was revolutionary stuff, and certainly not to be scoffed at.

**Kixx XL/Sierra**

**(021) 606 1800**

**£16.99 Out Now**

**MINIMUM SPEC**

25MHz 386, VGA and 14Mb of hard disk space.

**ALSO SUPPORTS**

Mouse; Sound Blaster, Ad Lib and Roland soundcards.

**Overall**

**79%**

## Pirates! Gold

It's time to buckle your swash, shiver your timbers and do all the other things pirates did with this interesting PowerPlus release. Arriving just over a year after its full-price debut, Pirates! Gold is basically a set of sub-games strung together with a flimsy plot.

There's the bit where you sail from coast to coast, avoiding shallow waters. There's the bit where you get to attack other vessels by circling it and lobbing off cannon shot. There's the bit where you get to do the same against ports. There's the bit where you swordfight with opposing captains. And there's the bit where you sell stuff in order to make more cash.

These sub-games aren't too demanding, and are pretty easy to grasp. But they're stuck together with mini plots, and that's where the fun really lies. Someone may whisper to you in some seedy pub that they know where valuable treasure is buried, or that a certain passing ship has particularly desirable cargo. You can even chance your arm with the fair ladies if you so wish.

Pirates! Gold was a touch too simple to warrant splashing out the prerequisite amount of cash the first time round. It's by no means a 'must have', but those who fancy an entertaining diversion from the norm will not come away disappointed.

**PowerPlus/MicroProse**

**(0276) 684959**

**£16.99 Out Now**

**MINIMUM SPEC**

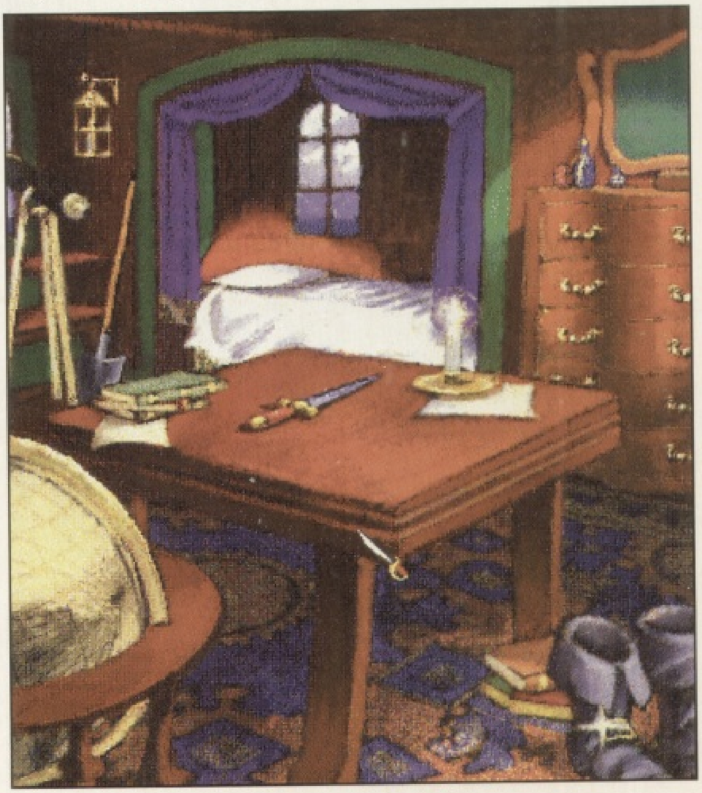
20MHz 386, VGA, 2Mb RAM, 20Mb of hard disk space and mouse.

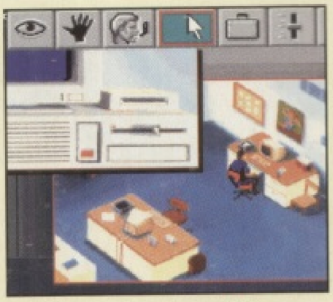
**ALSO SUPPORTS**

Sound Blaster, Ad Lib, Covox and Roland soundcards.

**Overall**

**72%**





## Police Quest III: The Kindred

**Billed as one of the most realistic and intense graphic adventures ever produced, Police Quest III: The Kindred once again sees Sierra's heroic law enforcer back on his beat in yet another quest to stamp out crime.**

Aimed more at the adult PC owners rather than younger gamesplayers, Police Squad III simulates the ultra-violent world of the American cop. There's no doubting that the life of a policeman could make a great subject for a top graphic adventure, but Sierra has, like in all the Police Quest games (four so far, in fact), gone a little too far into detailing standard policeman procedures so, as in real life, there's an horrendous amount of dreadfully tedious paperwork to be done.

Okay, so I'm willing to accept that there are a handful of people out there who are sad enough to appreciate all this form-filing and really believe that they're part of the police force. But for the rest of us, it soon becomes utterly, utterly boring.

This could have been so much better. Delphine realised the best way to tackle a detective adventure was to leave the player to take notes if he or she wanted to, not force them into recording everything like someone may do in real life. Police Quest III is obviously a game for people who are too short to be policemen. Oh, and no-life saddies.

**Kixx XL/Sierra**

**(021) 606 1800**

**£16.99 Out Now**

**MINIMUM SPEC**

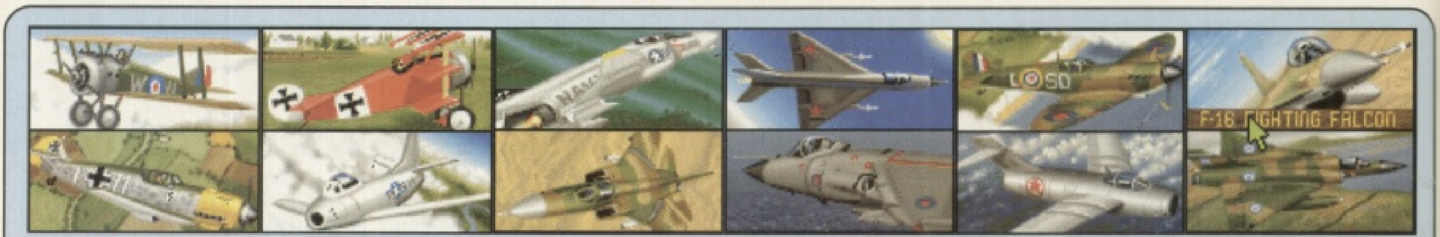
16MHz 286, VGA, and 14Mb of hard disk space.

**ALSO SUPPORTS**

Mouse; Sound Blaster, Ad Lib, Pro Audio Spectrum, ThunderBoard and Roland soundcards.

**Overall**

**62%**



## Dogfight

MicroProse's year-old flight sim throws up an interesting question: what would happen if a MiG-29 and a Spitfire had a scrap? MicroProse thinks the answer isn't as clear-cut as you might expect. According to the Chipping Sodbury-based sim specialist, it's all down to how good the respective pilots are, not the weapons at their disposal. This is, of course, rubbish — it's like saying two boxers would be equally matched if one of them had a gun.

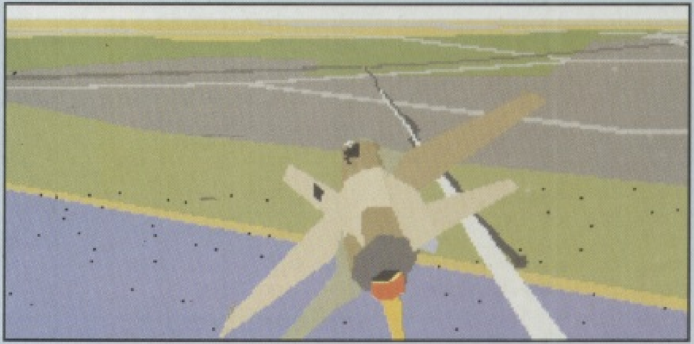
Still, the idea of old and new aircraft battling it out in the skies is an interesting concept, and one that, on paper anyway, makes for an ideal flight sim. Unfortunately, the reality — or this game, at least — proves a touch boring.

Things start off quite well. You're given a choice of twelve aircraft to fly in either single dogfights, full-blown missions, or the more interesting 'What If?' mode. The first and second options are self-explanatory, and give you a choice of six eras in which to battle.

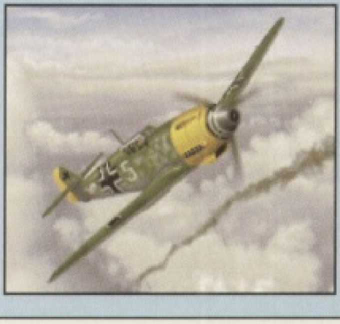
But it's the third option that has the most potential. In this, you can select any one of the dozen aircraft on offer, pick some other planes you'd quite like to shoot down, and then get on with it. You can tailor these dogfights to your preferred skill level. Novices should choose to pilot a modern aircraft and take on a few World War One planes, whereas those who think they're hard enough can opt to do the opposite.

So far, so good then. But the fact of the matter is that Dogfight is very much a wasted opportunity. MicroProse obviously tried to make this game appeal to everyone; those who prefer a simple shoot-'em-up and those who like in-depth flight sims. As such, it's all too confused. The dogfights are quite simply boring, and often prove to be nothing more than exercises in shooting at small pixels on the screen, while the missions aren't meaty enough when compared to 'proper' flight sims.

There's some enjoyment to be had with Dogfight but, ultimately, you'll end up wishing that you'd bought a 'true' dedicated simulation, not something as gimmicky as this.



Your Aircraft



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£16.99 OUT NOW

MINIMUM SPEC

16MHz 286, VGA, 1Mb RAM and 6Mb of hard disk space.

ALSO SUPPORTS

Mouse; joystick; Sound Blaster and Ad Lib soundcards.

**Overall**

**58%**

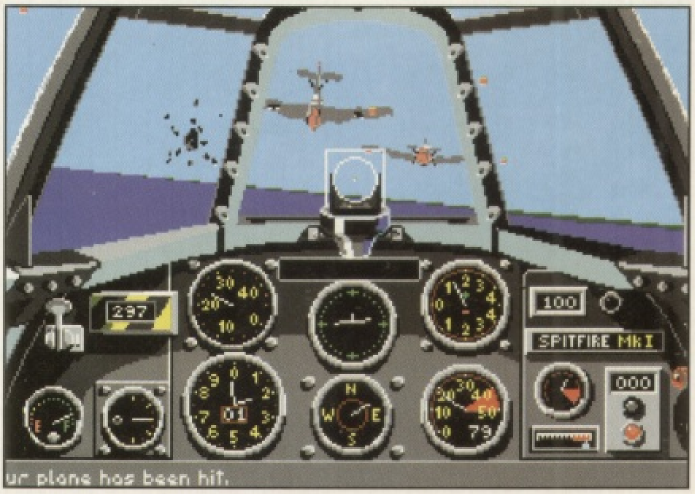
## Their Finest Hour

**Although better known for their critically-acclaimed adventure games, around the turn of the decade LucasArts released a trio of action-oriented flight sims — and now they're available on the Kixx XL budget label. Their Finest Hour is one of the latest, which concentrates on the German air invasion of Britain during World War II.**

Packed with historically-accurate missions and a selection of aircraft from both sides of the Channel, Their Finest Hour is visually very different from most other flight sims, using sprite-based graphics rather than the more traditional polygon planes. As a result the game looks quite arcadey, and is a far cry from the texture-mapped beauty of the current flight sims available.

In fact, Their Finest Hour's simplicity seeps over into the gameplay too. The aircraft controls are simplified which makes dogfighting relatively easy and, more importantly, great fun. It's nice not having to constantly check oil pressure for a change — you can just climb into the cockpit, take to the skies and engage the enemy. This obviously makes the game more appealing to those who are daunted by the likes of Tornado, but seasoned armchair pilots will probably hate every minute they spend in the air.

Computer technology has advanced in leaps and bounds in the last five years, so it's hardly surprising that Their Finest Hour is beginning to show its age. Frankly, it looks quite pathetic compared to the likes of 1942: Pacific Air War *et al*. However, it's still fairly enjoyable to play and the £11 data disk also available (which includes a further 23 missions) just bumps up the longevity. That said, there are still a wealth of other, superior flight sims available on the market.



ur plane has been hit.

**KIXX XL/LUCASARTS**

(021) 606 1800

£16.99 OUT NOW

MINIMUM SPEC

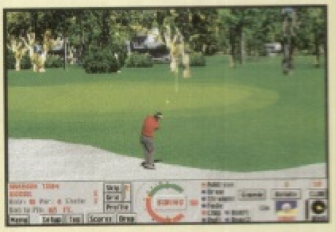
16MHz 286 and CGA.

ALSO SUPPORTS

Mouse; joystick; Ad Lib soundcard.

**Overall**

**67%**



## Links Classic Collection^CD

**While Links 486 Pro may be one of the most attractive and playable golf games around, the original version is much more accessible. For while the most recent version of the popular golf game requires a fairly high-end PC to run, this budget version will appeal to the masses.**

Whilst the graphics aren't as attractive as the latter-day releases, it's still a nice looking game and the less complicated terrains make for some pretty nippy screen updates. Playing a round of golf is simplicity itself — just a few well-timed clicks here and there should see you right — and the rest of the icons are clearly labelled, making the whole game very user friendly.

If you're always going over par, there are plenty of features designed to assist. A top-down view, showing the entire hole in one screen, can be selected, and is useful for working out how to get around tight, tree-lined bends. Keeping an eye on the wind indicator pays dividends, as a sudden gust or even a light breeze can undo even the best-timed shot in the world.

As an added bonus, this budget pack comes complete with all the Links data disks, providing four additional golf courses — that's 72 holes in total — making this release tremendous value for money for would-be Nick Faldos. And while those who've splashed out on Links 486 Pro may have the better game, this is most definitely the next best thing.

**KIXX/ACCESS**

**(021) 606 1800**

**£29.99 OUT NOW**

MINIMUM **SPEC**

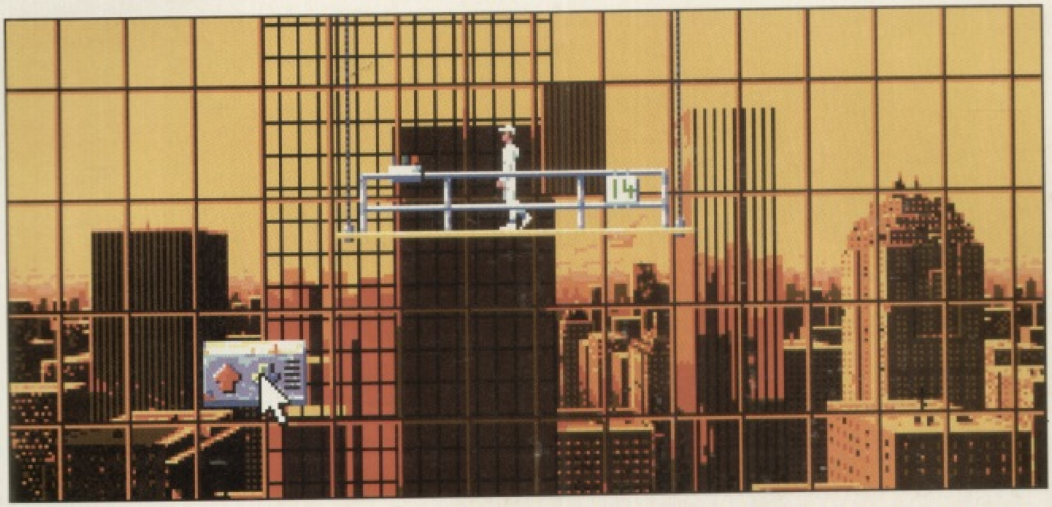
25MHz 386, VGA, and 1Mb RAM and CD-ROM drive

ALSO **SUPPORTS**

Mouse; Sound Blaster, Ad Lib, and Roland soundcards.

***Overall***

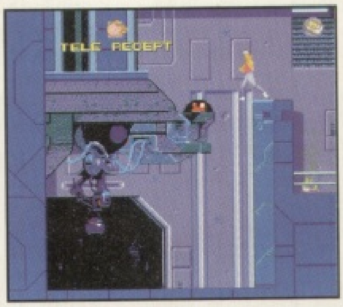
**85%**

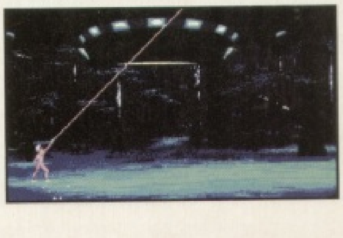


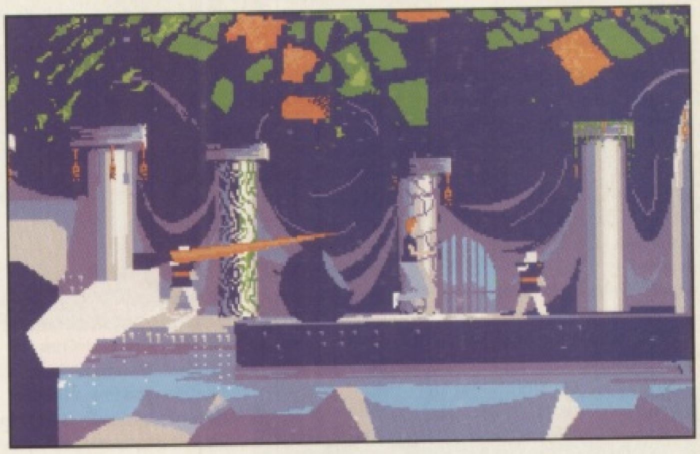
## Delphine Classic Collection

**Let's take the five games in this package in reverse order, shall we? Future Wars, now, oohh.. very old indeed, throws up all the gripes associated with old graphic adventures. An unintelligent interface does its best to hinder your progress, and a few obscure puzzles (especially at the start) can be a little hard to swallow, but overall Future Wars is an absorbing game, with a brilliant Back To The Future-style plot. When stood next to today's graphical extravaganzas, it looks a tad ropey, but if you don't take things at face value then there's a great deal of fun to be had.**

Next up is Operation Stealth. Again, it's a bit antiquated, but if you've ever fancied yourself as James Bond then this is where to act out your fantasy. There are tons of amazing gadgets to use against anyone you deem hostile, and these include exploding brief cases, a pen that can dissolve most substances, and even fingerprint-revealing cigarettes. The stuff of boys' dreams. Whilst in no way deserving of a separate budget release, Operation Stealth is a welcome bonus in this compilation. If you're expectations aren't too high then you should be pleasantly surprised.







Now things start getting much, much better. Another World is a moody graphic adventure in which most of the action is depicted with polygons. This, coupled with the numerous cut-scenes (where the view changes to show relevant points in the game) gives the game a unique look ,and it's more film-like than most of the FMV-heavy CD releases shovelled out even today. Although Another World isn't huge (I finished it within a couple of days) it is quite simply breathtaking. Like most good films, the pace changes constantly, and no two levels are the same. A must for PC gamers everywhere.

Delphine further enhanced its reputation for being the best purveyor of film-quality games with Cruise For A Corpse, a graphic adventure set aboard an ocean liner. You play a detective who's been invited to spend a few days relaxing on one of your mate's ships when, just as the thing sets sail, there's a murder. The guilty party is obviously one of the passengers, so in true Agatha Christie-style you have to mince around the vessel, interviewing everyone on board. Once again, cut-scenes and close-ups are used to good effect, and the brilliant black-and-white flashbacks are the icing on the cake. An excellent game, even today.

Flashback completes the compilation. Taking what made Another World great and enhancing it about a billion times, this is another superb graphic adventure where the brain is exercised as much as the trigger finger.

At the end of the day, you'd be hard-pushed to find any real fault with this compilation. With three excellent titles and two decent little games, this represents tremendous value for money.

**KIXX/DELPHINE**

**(021) 606 1800**

**£29.99 OUT NOW**

MINIMUM **SPEC**

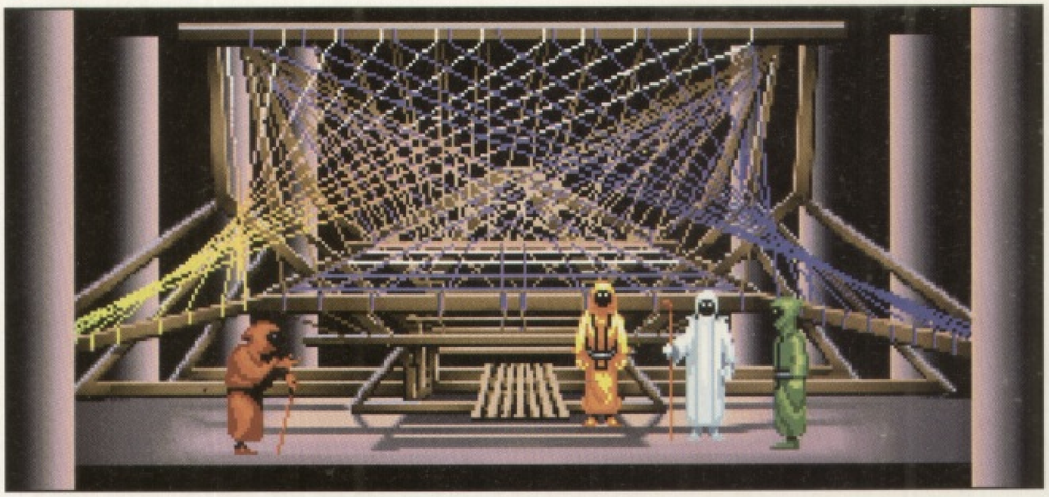
16MHz 286, VGA and 28Mb of hard disk space.

ALSO **SUPPORTS**

Mouse; joystick; Sound Blaster, Ad Lib and Roland soundcards.

***Overall***

**90%**



## LucasArts Classic Collection

**If LucasArts and Delphine were to have a fight, then it would be one of boxing's best ever spectacles. When it comes to graphic adventures, the two are pretty evenly matched, and it's only in the arcade department that the French developer has the edge. However, Delphine has been off the scene for a while, so the Americans would probably be in better condition.**

However, if the scrap was decided merely with their respective Classic Compilations, Delphine would be the outright victor, simply because this compilation contains only two really essential purchases.

The first of these is the original Monkey Island — the game that really set the graphic adventure scene alight over two-and-a-half years ago. It was the first genuinely funny romp, and the humour is as fresh as it was the day the game was released. The puzzles, too, still manage to impress. But it's the narrative that really steals the show. The plot continually changes — just when you thought you'd managed to get pretty far, a whole new area opens up, forcing you to re-trace your steps and look at things in a different perspective.

Indiana Jones And The Last Crusade is the other excellent adventure included in the compilation, and is essentially a tweaked Monkey Island with slightly less humour. The emphasis here is firmly on clever puzzles, as Indy and his dad travel the globe in an attempt to recover the Holy Grail. Although the game was surpassed by The Fate Of Atlantis a year or so later, The Last Crusade (which it quite clearly wasn't, by the way), is still a cracking adventure that will appeal to both fans of the film and adventure lovers everywhere.

Things take a decidedly downward turn with the other three adventures in the pack. All feature antiquated graphics and interfaces (you know the kind of thing, where unlocking and opening a door is an adventure in itself) with Maniac Mansion, the prequel to Day Of The Tentacle, being particularly guilty of offence.

It's a shame that modern-day adventures have come on in such leaps and bounds as, in their day, Loom, Zac McKracken & The Alien Mindbenders and Maniac Mansion were each well-respected games. But with technology racing ahead at such speed, it's amazing how quickly state-of-the-art (as they probably were) becomes dated. I'm sure that in a couple of years time we'll be slagging off Alone In The Dark.

If you're into adventures then this is a palatable slice of software history at a fairly reasonable price. But for the rest of us, this LucasArts Classic Compilation is slightly overshadowed by the other releases this month.

**Kixx/LucasArts**

**(021) 606 1800**

**£29.99 Out Now**

**MINIMUM SPEC**

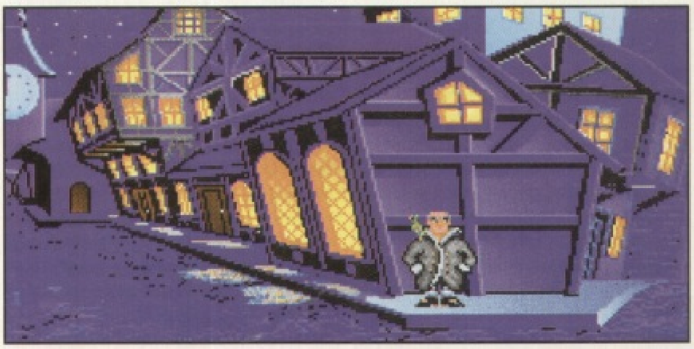
16MHz 286, VGA and 26Mb of hard disk space.

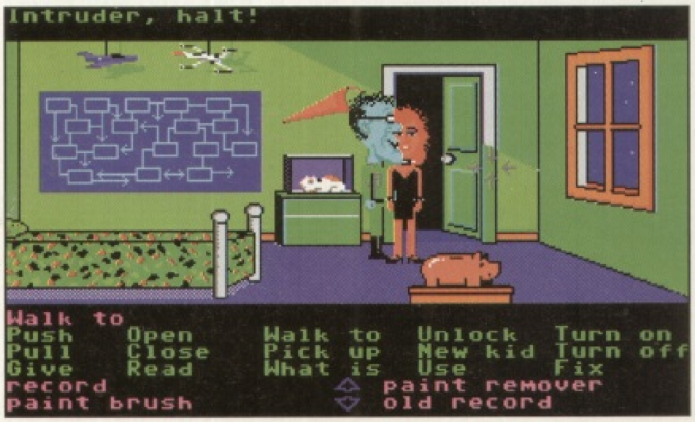
**ALSO SUPPORTS**

Mouse; Sound Blaster, Ad Lib and Roland soundcards.

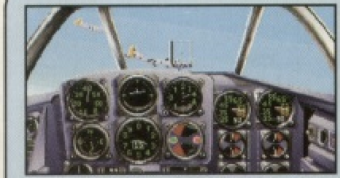
**Overall**

**81%**





Intruder, halt!



## Secret Weapons Of The Luftwaffe

**The third and last in the LucasArt's sim trilogy, Secret Weapons Of The Luftwaffe again employs sprite-based aircraft to illustrate the flight-'n'-fight action, but is visually a massive improvement over its two forefathers. The original EGA graphics have taken a back seat to glorious VGA, so now realistic cockpits and faded horizons help re-create the atmosphere of aerial warfare between the Americans and the Third Reich.**

In terms of gameplay, SWOTL is essentially the same as Their Finest Hour, again using basic flight models and a simplified control system. Likewise, the mission objectives are varied, ranging between bombing runs, dogfights and escort missions. There are also two data disks out on budget, which include new missions as well as four new aircraft to fly.

Set once again during WWII, SWOTL leaves behind the prop-driven aircraft of old, turning to the faster and potentially more deadly German rocket planes. The Americans, however, remain lumbered with ancient propeller aeroplanes.

Some of the larger planes are equipped with gun turrets which protect them from small fighter aircraft. At any point during the mission you can switch to one of the turrets to engage incoming enemy, which is another of SWOTL's unique features.

The superb selection of aircraft and, of course, the vastly improved graphics and presentation make this the most memorable of all the LucasArts flight sims, and a good budget buy.

**Kixx XL/LucasArts**

**(021) 606 1800**

**£16.99 Out Now**

**MINIMUM SPEC**

20MHz 386, VGA and 3Mb of hard disk space.

**ALSO SUPPORTS**

Mouse; joystick; Sound Blaster and Ad Lib soundcards.

**Overall**

**80%**

# Yours... for less than a Fiver

**You've got £5 have you? Well, you could get a copy of PC GAMES, a packet of Frazzles and a finger of Fudge. Or you could get...**

## Alien Carnage

**Apogee**

If you've ever played Apogee's platform game, Halloween Harry, then think of Alien Carnage as Halloween Harry: The Special Edition. Yes, just as film makers cash-in after six months by releasing a string of videos (i.e. the bog-standard video, then the Widescreen video, the Director's Cut, the Widescreen Director's Cut, the digitally re-mastered Widescreen Director's Cut Special Edition video, and so on), so Apogee has released a different version of its original platform game.

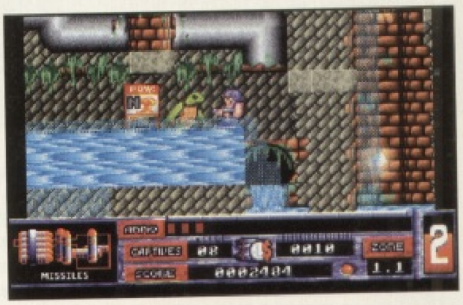
To be honest, there's not really much of a difference. Once again, aliens have taken over the Earth and they are slowly turning the inhabitants into green-skinned zombie monsters. Once again too, you take control of Harry, a heroic marine, and it's your job to guide him through five dangerous levels, shooting zombies, rescuing humans, switching switches and riding elevators.

Like most shoot-'em-up games, you have a variety of weapons at your disposal, including rockets and grenades, and these can be bought from vending machines dotted around the numerous levels.

Despite its relative simplicity, Alien Carnage, like Halloween Harry before it, is a very enjoyable and fun game to play. The presentation of the game (the funky soundtrack and the digitised sound effects) is excellent and if you liked Halloween Harry, then Alien Carnage is another daunting collection of platform-filled levels, but with new monsters, new graphics and new cinematic cutscenes, it's still worth taking a look at.

● **Contact: Transend Services Ltd (0274) 622228.**

**OVERALL 85%**



## Doom ][ Wads

**Various**

With the bulletin boards and the Shareware libraries clogged with additional Doom Wads, it hasn't taken long for the first Doom 2 (or Doom Ⅱ as it's known) specific Wads to make an appearance. The old editors like DEU and the Id BSP node builder have been modified to work with the new game, and Doom Ⅱ levels, editors, Wad managers, etc, are all starting to make an appearance.

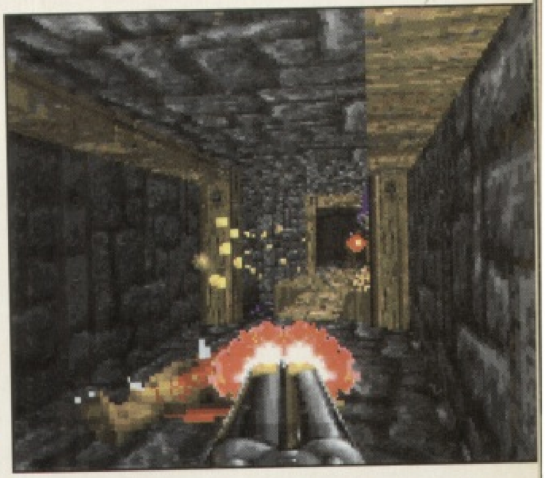
Picking one at random, I came across The Lost Mines (you can find it listed as MKMINES.WAD), an original level designed by Mark Anthony Klem. In this level, which replaces Map 3 of Doom Ⅱ, the CyberDemon Lord and his hellish minions are reconstructing a labyrinth of mine shafts after murdering all the human miners. The shafts are now watched over by groups of Imps (who have guard dog Spectres), while the demons get to do all the actual digging work.

Okay, it sounds easy enough, but several stronger creatures have been recruited as guardians of the keys. It's a tough level, even if you can kick ass on every Ultra Violent level of Doom and Doom Ⅱ. Although none of the monsters have been replaced, the mine shaft sections are very well designed and the attention to detail is excellent, proving that the ordinary gamer is more than a match for the Id programmers when it comes to creativity in level design.

If you've got access to a modem, you can find hundreds of levels on the major bulletin boards like CIX and Compuserve, but a wide variety of Wads are also available on the smaller BBS systems (I nabbed this one from After Hours). But, if you're not yet connected to the Infobahn, contact your local Shareware library and ask if they sell a Doom Ⅱ Wad pack.

● **Contact: Mark Anthony Klem, mark.klem@swcbbs.com**

**OVERALL 87%**



### Where can I get this lovely **Shareware?**

**If you're on the look-out for Shareware,** here's a list of just some of the friendly and helpful Shareware libraries that you might like to try. Why not ask them to send you a catalogue of their games, or alternatively check this very magazine for adverts.

Transend Services Ltd
(0274) 622228
Testware UK Ltd
(0423) 886415
PD Soft
(0702) 4669

Shareware libraries often charge different prices for the same games so try to shop around to find the best deal.

You'll usually find that you'll pay by the disk, not by the game. This means that if one disk costs £2 then a game like Raptor (which comes on three disks) will set you back £6. Postage & Packing is normally included and, if it isn't, go somewhere where it is.

If you've got a modem, why not try giving the following BBS systems a call. Initial on-line time is free but for more access most systems will charge you an annual subscription fee.

After Hours BBS (0785) 228214
On-Line BBS (0839) 661199/88/77

These games are also available on Compuserve and the Internet.

### Going on-line with **CompuServe**

If you have a PC and suitable communications software, you can log onto CompuServe immediately. CompuServe's London dial-up node accepts all modem speeds up to 14,400bps and can be reached by dialing (071) 490 8881. Simply dial this number and type in the following responses to the system requests:

| | |
|---|---|
| HOST NAME: | CIS |
| USER ID: | 177000,5606 |
| PASSWORD: | EXPLORE/WORLD |
| AGREEMENT NUMBER: | UKPCGAME |
| SERIAL NUMBER: | 93006 |

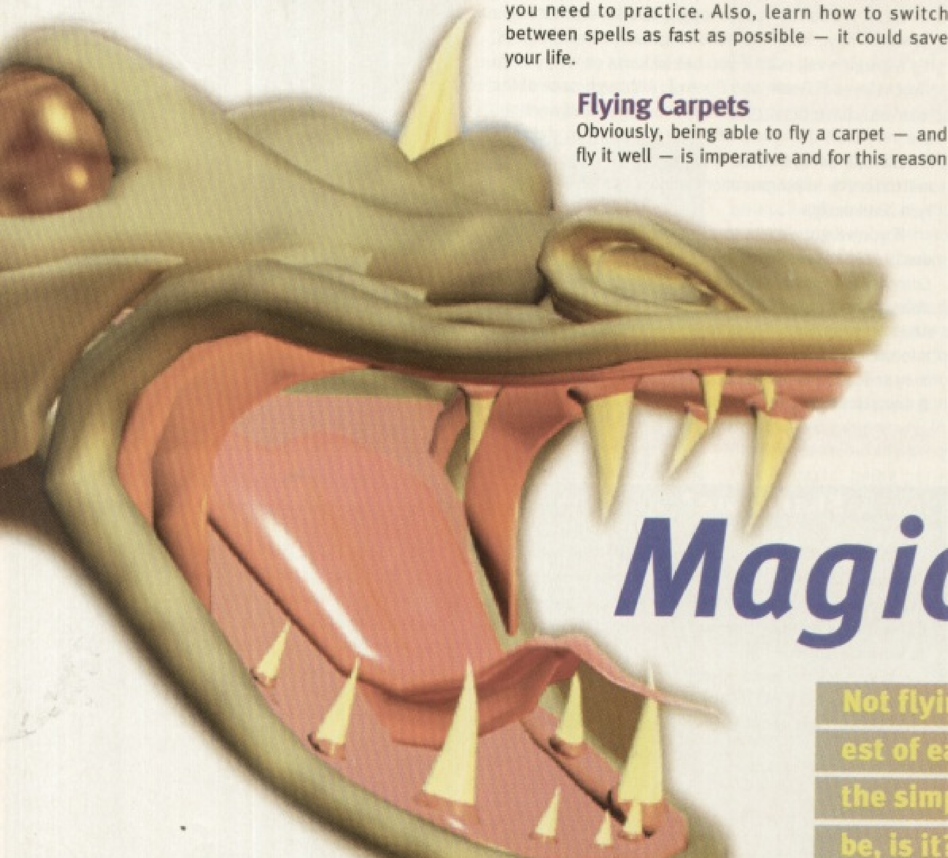
If you have any problems, simply call CompuServe's Freephone helpline on (0800) 289458.

# Power Up

**Once again we open the massive oak chest of fantastic hints and tips that is Power Up! and peer inside. And what wonders do we see...? Ah, some totally excellent playguides to Magic Carpet and Inferno... Continuing in-depth solutions to Little Big Adventure and System Shock... And — *of course!* — the Cheat Lab. Yes, there's something here for everyone...**

# Magic Carpet

**Not flying through the air with the greatest of ease? Yup, Magic Carpet's not *quite* the simple 3D shoot-'em-up it appears to be, is it? So here, for all you struggling sorcerers out there, are some top tips...**



## Getting Started

One of Magic Carpet's greatest features is that it can be tackled in literally thousands of ways. There are no hard and fast strategies that will help you complete the game in super-quick time, so you'll find that experimenting with attack plans and general battle tactics will eventually pay off. Above all, superior mouse prowess and a rapid trigger finger will prove essential whether you're engaging an opposing rugmeister or simply darting through treacherous rocky canyons.

The first ten levels of Magic Carpet have a solid learning curve which the smart carpet-flyer can take advantage of. Use the first five stages as nothing more than a training ground for rookie wizards, in which to fine-tune your carpet flying skills. Remember these skills are essential — without them, you'll end up crashing to the ground. Return to these early levels if you need to practice. Also, learn how to switch between spells as fast as possible — it could save your life.

## Flying Carpets

Obviously, being able to fly a carpet — and fly it well — is imperative and for this reason you should practice a lot. Use these few simple rules as guidelines:

(1) Learn to use the left and right strafing keys proficiently, as they can be used with the forward and back buttons to pull off some awesome manoeuvres.

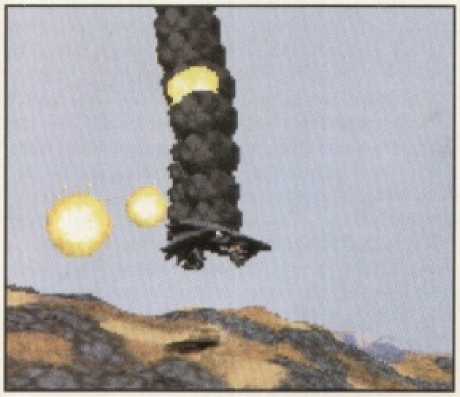
(2) Always use the left and right strafe keys when attacking a castle, casting offensive spells as you fly sideways along the perimeter walls. This prevents the archers from firing with any accuracy.

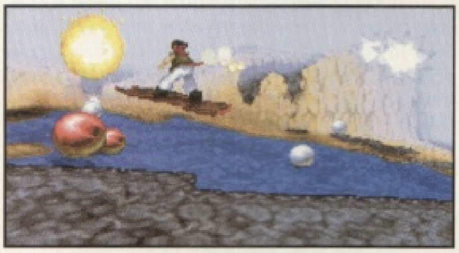
(3) If you find yourself in a tight spot with not enough mana to cast the Accelerate spell, quickly turn left to roughly a 45 degree angle from where you want to go, then hold down the forward and right strafe keys — this will actually get you there faster than if you simply fly in a direct straight line.

Of course, this also works the other way around, turning right then pressing forward and left strafe. Another tip for tight turning left is to hold down right and back at the same time.

(4) If you're being chased by an enemy sorcerer, rather than turn around and face him directly, slam the rug into reverse so that you end up following your pursuer. If you have the Accelerate Backwards spell, all the better.

(5) Learn to use the landscape to your advantage. For example, if an enemy castle lies at the foot of a mountain, use the rock as cover and pop out to take pot-shots at it. This way the archers don't get a chance





to fire back, leaving the enemy no other option but to leave the safety of his castle and fight you on equal terms out in the open.

(6) Having trouble getting mana or spells which lie at the bottom of a steep crater? Fly in a downward spiral, skimming around the walls of the crater until you finally reach the bottom.

(7) To get to the bottom of pits which are just too narrow to fly down, simply come to a complete halt over the pit's opening. Slowly the carpet will begin to sink downwards. Avoid the chasm walls using the arrow keys, taking care not to catch the rock face (which will consequently throw you right back up to the top of the pit).

## Surviving In The Desert

By the time you've flown past Level 10, you should be fairly adept at flying the carpet and casting spells. From here on in things start to get tough, with new creatures appearing and more powerful sorcerers fighting you for total world domination. However, you'll find things considerably easier if you take note of the following hints:

(1) More often than not you'll end up with very little mana. Don't worry — simply fly around the level possessing as many buildings as possible. This will considerably boost your mana supply, as most other wizards overlook this excellent means of restoring magical power.

(2) Don't just slap your home castle on the nearest patch of grass — carefully plan its location. Never build too close to a wall or next to another player's castle, and always leave plenty of room for expansion.

(3) The Create Castle spell is more powerful than you think. It can be used in a variety of ways other than just to build an extension to your home base.

For example, a well-placed Create Castle spell can devastate an attacking swarm of bees, who leave behind loads of mana when destroyed. Your castle may well be destroyed in the process, but simply rebuild the tower until all the bees have been eliminated, then possess all the surrounding mana.

The great advantage of this tactic is that the mana will be centred around your castle so it won't be long before the balloon has collected the lot. This method is effective against almost any creature but is especially useful when attacking skeleton armies, archers, vultures, griffins and, of course, giant bees.

(4) *Always* assign your spells to the numeric keys on the keyboard. It may take time to learn the key allocation of each spell but, once that's mastered, switching between your magical powers becomes second nature.

(5) Fighting loads of enemy rugsters over huge pools of mana is often pointless. Try this trick to grab all the magic for yourself... Use the Accelerate spell to speed off to the nearest creature which you then destroy. Possess the mana it leaves behind, then zip back to the original mana pool. Providing all goes well, the enemy wizards will zoom off to the smaller pool of mana, leaving the rest for you to collect.

(6) Occasionally you will stumble across a huge pool of mana possessed by a rival wizard, with the enemy sorcerer hovering nearby to protect it. Attempting to grab his magic for yourself is futile, as he'll simply repossess the mana before your balloon arrives on the scene. It is possible *eventually* to grab at least some of the power globes, and this is how it's done.

Concentrate on a single ball of mana and wait for him to zip across and repossess it. While he's doing that, fire randomly around the pool, thus possessing the odd globe for yourself. When he flies off to change back the mana, return to the original ball and take it

for yourself. Repeatedly doing this will give the balloon time to arrive, but when it does you should easily be able to mop up any nearby magic.

If you're particularly good (which I'm sure you are), try fending off any enemy balloon which arrive on the scene. It's difficult, but this way you'll get *all* the mana for yourself.

(7) When faced with a particularly tough opponent, the best way to attack is to reduce his castle to ruins. But how? An effective way of razing an enemy's tower is by luring creatures into his home base. Wait for one of the nastier beasts to fly past (more than one, like a herd of Griffins, is even better), then open fire.

When they close in to attack, retreat back to the centre of the enemy castle. The griffins will follow, so use a Shield spell if you've got one. Now accelerate back to your home castle. If done correctly, the griffins will attack the castle and level it within seconds! When the battle is over and griffins have disappeared, fly back and pick up all the mana left behind.

(8) Attacking creatures hiding in woodland couldn't be easier. Rather than directing your assault onto the monsters themselves, fire at the surrounding trees which should quickly catch alight. This should hopefully wipe out all the enemies without you having to fire another shot. This method of attack is extremely effective against archer groups and skeletal armies.

(9) Drastic times call for drastic actions. If your castle is being relentlessly pummelled by a swarm of nasties, press Shift-L to raze it to the ground. Go on, do it. While this may sound ridiculous, it actually leaves you free to create another tower beneath them and therefore destroy the beasts in the process.

Assuming you have more than two castle stages constructed, a more efficient variant of this tactic is to rebuild your castle *just* after the creatures have destroyed a stage. By doing this you'll eliminate their threat but also end up with your castle totally intact. One last word of warning — keep a watch out for enemy wizards scouting the area and possessing all your precious mana while you desperately try to rebuild your castle.

## Doing The Monster Mash

The realm of Magic Carpet is inhabited by all manner of weird and wonderful creatures, but unfortunately most of them want to bite off your head and suck your carcass dry. Read on for more tips on defeating some of the tougher monsters you'll meet...

**Apes** and **Trolls** are both similar in strength and attack pattern, except Trolls have the added bonus of regeneration which makes them exceptionally dangerous in groups. The best angle of attack is to keep your distance, blasting them from a distance, rather than wading in close and sustaining one hit after another. Keep moving too, as they're slow on their feet and very poor shots.

**Vultures** don't pose much of a threat — you'll find they can easily be destroyed simply by flying towards them and unleashing a few fireballs. However, they can prove difficult to hit so try adopting this method of attack: Open fire and wait for them to retaliate, then lead them back to your castle. Wait for them to swoop towards you (don't panic, the damage they cause is minimal), then edge backwards. They'll now slowly circle the castle, which makes them far easier to hit.

**Crabs** are difficult to kill because of their thick armour, and they leave very little mana behind. It is for this reason many wizards leave them well alone. BAD IDEA! Potentially the toughest creature in the game, they should be eliminated when they are small.

A crab, left to freely wander the realms, will soon change from a pathetic, fireball-spitting gnat into a gargantuan shellfish with pincers the size of your castle! They scour the landscape consuming any mana they come across (including yours), constantly increasing in size.

When small, crabs can be destroyed with just a few well-aimed fireballs. After they've grown a little, a combination a lightning bolts and fireballs are needed to wipe them out. When they finally reach full size, it's probably best to avoid them. However, if you're powerful and possess the Meteor spell it is possible to defeat them. *Always* attack from behind and remember that they regenerate very quickly, regardless of their size. Bearing this in mind, make sure your mana bar is full to the brim before your attack.

**Dragons** and **Worms** are both easy to kill, providing you don't stumble into a huge group of the buggers. Aim at their heads as this cause more damage, and stop them from attacking your home base at all costs.

**Archers** and **Emu Riders** are easy — just stay back and keep blasting.

**Skeletons** have one aim in life (or is that death?) — they destroy castles, and they do it extremely well. Similar in power to archers and therefore relatively easy to kill, skeletons quickly multiply as they wander across the land. Any human, be it builder, merchant or archer, will instantly join the ranks of the undead when touched.

When raised they'll head immediately for the nearest castle, so keep an constant eye on their progress. If they head towards your home base, intercept and destroy them as quickly as possible. If they march towards an opposing castle, leave them to tear the tower to ruins.

**Genies** are bad news. Don't even bother trying to blast them out of the sky as they'll teleport away and regenerate. Instead, select the Meteor spell and unleash a couple of well-aimed shots to take them out. Alternatively, open up a crater beneath them or try the reconstruct castle trick (as detailed above).

**Griffins** will not attack unless provoked, but fight with such ferocity you'll wish you'd left them alone. Only attack using the Lightning Bolt or Lightning Storm spells, as the griffin will simply rebound any other magic missile. Oh, one other thing to remember — griffins are particularly protective of each other so, if you attack one, all others the others will come to its aid.

**Krakens** are very susceptible for fireball attack. But make sure you keep well back — if you get caught in a kraken Duel spell, aim and unleash as many fireballs as you can. It's possible to attack a kraken with a Meteor spell, although this can be cancelled out by a kraken Lightning Bolt.

**Wyverns** are by far the most powerful creatures in Magic Carpet, so it goes without saying that these should, at *all* costs, be avoided. However, this is how to defeat them if you think you're tough enough. A total of 10 Meteor shots in succession will eventually wipe it out, or alternatively open four or five craters beneath the beast.

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**John Menzies in association with ocean Software, the people who brought Syndicate (SNES) and Inferno into our homes, are offering one lucky person the chance to win loads of console equipment! What's more, their generosity does not stop there! – 50 games from a selection of Ocean's extensive multi-format catalogue will form the equally impressive runners-up prizes! These fabulous prizes are brought to you by ocean, top newsagent John Menzies, and EMAP Images, the leading light in video game magazines. Entering the competition is simplicity itself. Just follow these pointers:**

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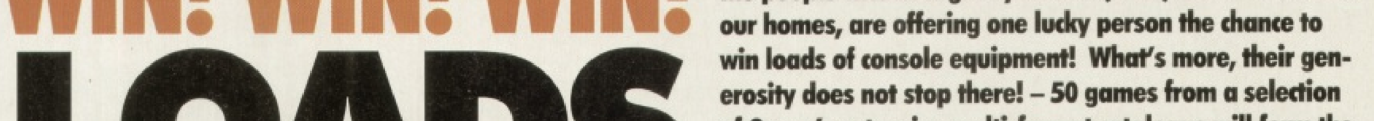

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# System *Shock*

**Last month we guided you oh-so-gently through the first level of System Shock, to help you get into the swing of things. Now we settle down to the serious business of thwarting Shodan's deadly plans....**

The crew are dead, the computer thinks that it's God, and the on-board laser is charging up to fire on Earth. Your time since you awoke from hibernation has been one long struggle to survive — but now that you know what Shodan's got planned, you can go about stopping him.

To do that you'll first need to head down to the Research Level, where you'll find two vital things: isotope X-22 (for the shield generator) and the laser firing controls. There's also another lift to the Reactor Level, where you can start the shield and hit the override that allows the laser to fire at the same time that the shield is active, thereby finishing D'Arcy's plan.

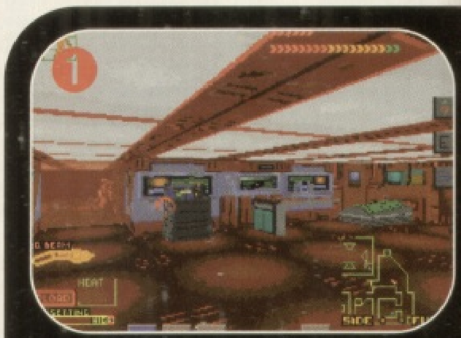
## Level 2: *Research*

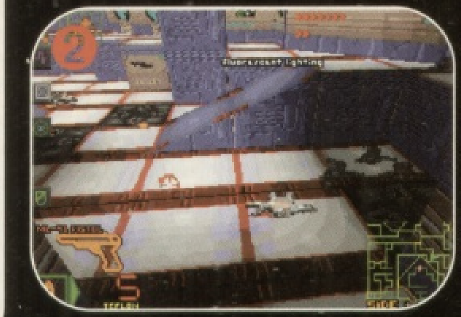
First things first, explore the western area of the level where you start off. It's all relatively easy, with no major nasties, and you should find a few logs and some ammo. Make sure you hit the regeneration unit switch, so that you can be brought back to life if — or, more likely, when — you die.

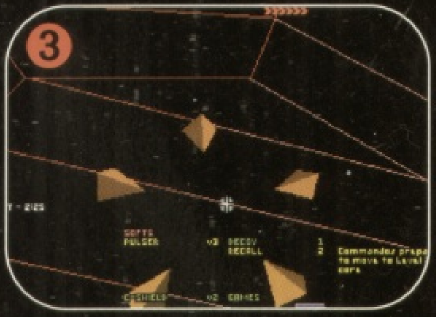
The next thing you should do is clear the corridor around the central area. Use the teleport on the eastern side to get some more equipment, and then teleport back and head north. You have to do this quarter before continuing, because you need to hit the circuit breakers to light up the eastern quadrant. Beware the Danger Zone, where hoppers and Security-1 robots seem to thrive. The rest of this section is not too dangerous, however.

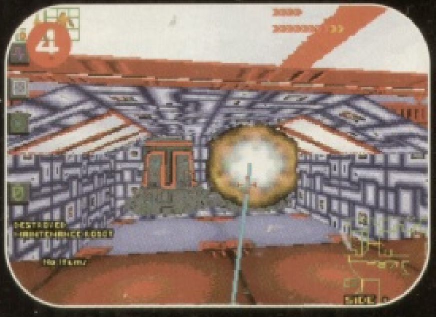
Now that the lights are on, you can head right on into the eastern wing. Mind the guard in the entrance corridor, and move systematically through the area, wiping out any drones you come across. This section is very important, because it houses the two Cyberspace terminals and, if you scan the walls of the library, you'll also find the laser safety override code that you'll need in a little while. Explore Cyberspace thoroughly, and take the SCI access card off of the drone in the Admin area. The surgery machine is destroyed, so you'll need to rely on medi-patches and the regeneration unit to get you through.

Shodan's forces are strongest to the south of the level, and that's the next place to go. Clear the western rooms first. Take the isotope from its cradle by pushing the button on the north wall of the radiation room, thereby lowering the force shield. Next, clean out the maintenance area and the power station on the eastern end of the corridor. Return to the power station when all resistence is eliminated and destroy the power columns. With the columns gone, Shodan releases






3
Commander Diego's...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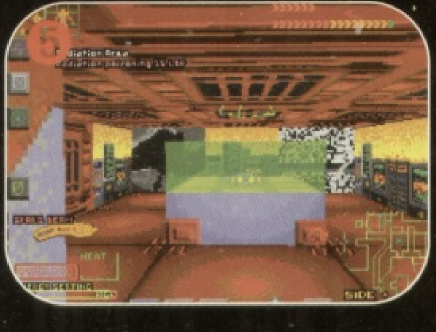
DESTROYED
MAINTENANCE ROBOT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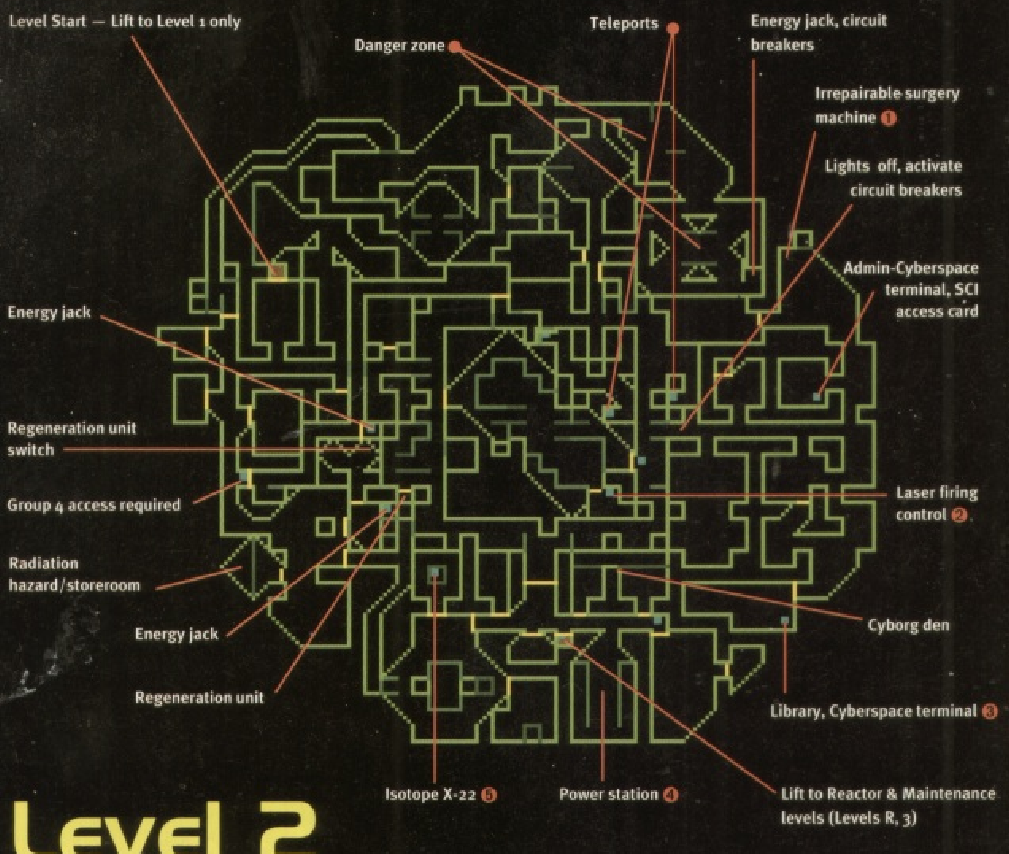
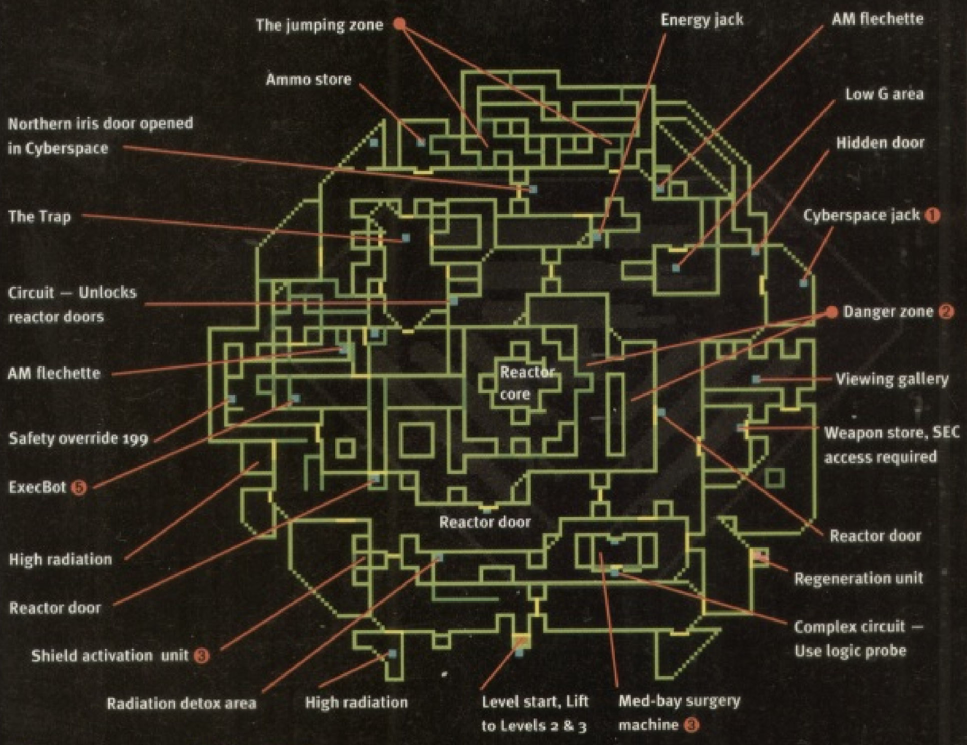
Radiation Area


Level Start — Lift to Level 1 only
Danger zone
Teleports
Energy jack, circuit breakers
Irrepairable surgery machine ①
Lights off, activate circuit breakers
Admin-Cyberspace terminal, SCI access card
Energy jack
Regeneration unit switch
Group 4 access required
Radiation hazard/storeroom
Energy jack
Regeneration unit
Laser firing control ②
Cyborg den
Library, Cyberspace terminal ③
Isotope X-22 ⑤
Power station ④
Lift to Reactor & Maintenance levels (Levels R, 3)

## Level 2


The jumping zone
Energy jack
AM flechette
Ammo store
Low G area
Northern iris door opened in Cyberspace
Hidden door
The Trap
Cyberspace jack ①
Circuit — Unlocks reactor doors
Danger zone ②
AM flechette
Reactor core
Viewing gallery
Safety override 199
Weapon store, SEC access required
ExecBot ⑤
Reactor door
Reactor door
High radiation
Regeneration unit
Reactor door
Complex circuit — Use logic probe
Shield activation unit ③
Radiation detox area
High radiation
Level start, Lift to Levels 2 & 3
Med-bay surgery machine ③

# Level R

2
SECURITY-2 ROBOT

his cyborgs from their den — make a stand in the power station, and watch for crossfire as you come out.

Before moving to the Reactor Level, use your SCI access to enter the central room. Check there's no opposition, but DON'T fire the laser yet — the shield isn't active yet. Fire it now and you'll be doing Shodan's work for him! Now leave for the Reactor Level, using the lift in the south quadrant.

## Level R: *Reactor*

The Reactor Level is substantially nastier than any of the previous levels. Hoppers and autobombs are the standard enemies, with a good number of harder bad guys roaming the corridors too. There are a couple of high radiation rooms, including the section around the reactor core, which basically guarantee your death unless you charge full pelt back to the detox area, so avoid those.

Your first priority is to clear out the first room. Once done, open the northern door, and then leave it open while you head east instead. You want to get to the regeneration unit ASAP, and to secure that corner of the level. The viewing gallery will give you a good idea of the sorts of places you will find around the level, and it's not a pretty sight.

Next, make sure the Medbay is secure. There are plenty of useful patches around, and the ever-vital surgery machine. Top up your health if you have to. The next stage is to go north to top up your energy at the energy jack. Now enter Cyberspace and collect all the power-ups, not forgetting to flick the Cyber-switch to the northern iris door.

Finally, in the northeast corner, get the flechette from the Experimental area. The zero-gravity creatures aren't much of a threat, and the flechette is a great weapon! You can ignore the jumping zone if you wish — it only leads to a small ammo store, and is a total pain to get through.

You should be ready now for the trap! Coming in from the north, only enter the room far enough to trigger the lights. The minute you get dumped into darkness, the side walls open up and you'll be caught in a crossfire unless you turn around, open the door, and high-tail it out of there. Use your grenades to deal with the opposition from outside, and mop up any stragglers with your weapon of preference.

On the other side is a Security-1 robot and the lift to the safety override gangway. You'll have to fight your way past the Exec-bot, but he's not too bad if you can fire as fast as him — the flechette's handy here. Punch in the override code, and leave back through the trap. Carry on anti-clockwise around the edge of the map from the main northern corridor, and work your way to the shield activation unit — just drop the isotope into the recepticle, and pull the switch.

You can, and should, completely ignore the reactor core for now. It, and particularly the Danger Zone marked on the map, are heavily guarded and swamped in massive radiation.

## The End?

So, you've activated the shield and disabled the override for the laser. Time to return to the Research Level and the central area where the laser firing control is. Unfortunately Shodan is one step ahead and has sent his commando assassins to lie in wait for you. You'll have a good battle here with multiple enemies, although not too tough ones.

Shoot your way to the fire button, press it, and watch the laser malfunction as it hits the inside of the shield and self-destructs. Phew, at least that's one less problem to worry about!

Unfortunately, that's not quite the end of it, so don't break open the champagne just yet. Like any self-respecting bad guy, Shodan gloatingly informs you of his plans to infect earth's population with a deadly mutagen. Also, you get contacted by a group of survivors holed up on the flight deck and in desperate need of your help — it seems they're the last remnants of the crew, and they're under attack as you speak. Cyber-warrior to the rescue!

Shift it back to the lift and head down to Level 3, the Maintenance Deck... which is where we'll pick up the action next month, when we'll help you save the day a second time.

**Pull on your metallic boots and stock up on your frenzy fluids as PC GAMES launches the ultimate playguide for the ultimate space combat game!**

AAAAUUUUUGGHHH!!!

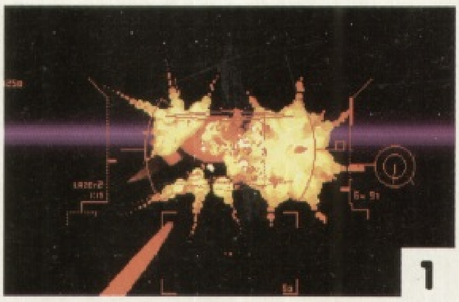
# Inferno

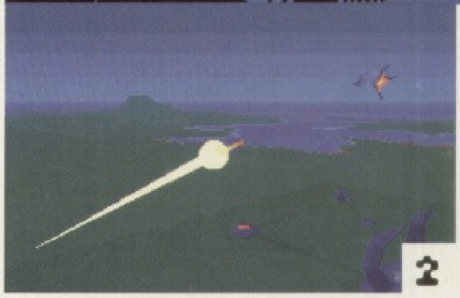
**As you probably know already, Inferno is an immense 3D space combat game that takes you on a see-saw ride of adventure across an asteroid field, seven planets, four moons and even into the very heart of starcruisers and installations. It's big. Massively big. In fact, some people might even slam their dictionaries shut and confidently call it 'leviathan'.**

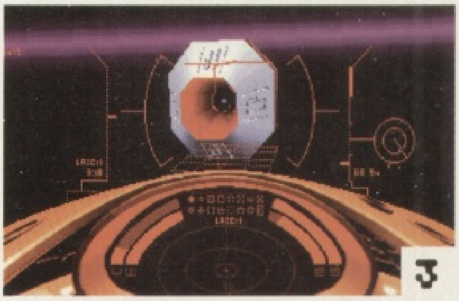
So, if you're battling Kreeg and the evil Rexxon hordes and the war isn't going quite as smoothly as you'd hoped, then just make yourself a cup of tea and sit back as PC GAMES and those talented guys at Digital Image Design divulge a few tips about flying...

## ...In Space

When a space mission begins, don't hang around patiently with the fleet until you reach the enemy. Instead, use the time to collect any nearby combat pods before you come into contact with the Rexxon fighter legions. It's also often better to hit the F1 key and fly the space sections in full-screen mode (see picture 1), because (a) you don't really need to keep an eye on your energy and shields in space dogfights, and (b) if you're not using the virtual combat lock (press the F3 key), you can see much more of the action and identify the fighters quicker.







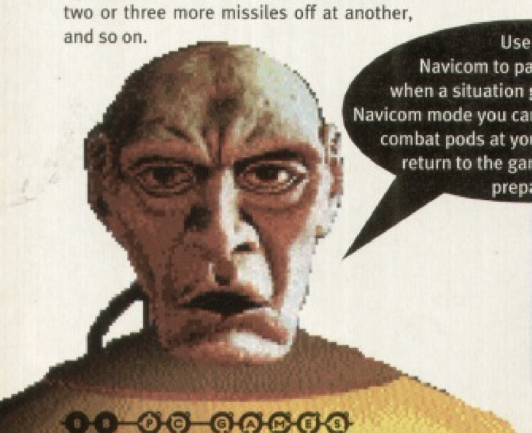
When you eventually approach a target zone, pick off the first wave of fighters with your long-range missiles (Missile 3) then, as you get closer in to the action, change over to Missile 2 and then to 1. Thankfully, the torpedoes in Inferno are of the high-tech 'fire-and-forget' variety (see picture 2) so, to increase your kill rate, try launching two or three missiles at one ship, swapping targets by pressing the C key, then loosing two or three more missiles off at another, and so on.

If all else fails, switch to the mainstay of your armaments, Laser 1. This is the most powerful weapon you have, but does drain your ships energy at an alarming rate. Keep an eye on it.

Most of the time, however, the Rexxon fighters are little more than cannon fodder, a useful diversion before you dive into an occupied Gentec satellite or a stricken cruiser. You can make life much easier for yourself (and rack up more points) by forgetting about the fighters after the initial skirmish and destroying the Rexxon frigates.

Simply drop down behind your target and fire two Megadeth shots or a stream of Laser 2 fire at their engines. Both tactics are very effective, but it's probably best to save your Megadeth ammo for something more important, like the engines, reactors and computers you find in alien ships and bases.

Finally, when ordered to enter a Gentec satellite or a Federation starship, don't be afraid to hit the D key to locate the appropriate entrance. Of course, you can be completely lazy and use the Autonav to aid you in docking and in combat, but be warned, you will lose points and style marks as a result.



Use the Navicom to pause the game when a situation gets hectic. In the Navicom mode you can select weapons and combat pods at your leisure and then return to the game once you are prepared.

## ...Inside Federation Installations

When you enter an occupied Federation installation to liberate it (see picture 4), you may find that it's better to ignore the fighters in the big rooms and to concentrate on the fighters that emerge from the purple things in the corridors (see picture 5). In fact, most installations can be rescued by eliminating these corridor-flying ships, so watch your scanner closely for likely-looking targets.

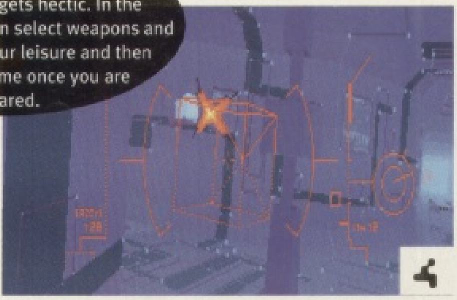
Finally, watch for a report from your commander and then exit back into space. If you have time, try to pick up all of the combat pods (see picture 3) and then bugger off quickly to the next part of the mission.

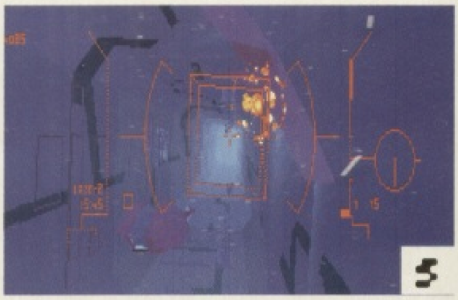
Combat pods can be found in most Federation installations throughout the game, but only you can judge when there is enough time to nip over and get one. That said, pods placed close to your start point have been placed there for a reason, and may contain weapon, energy or shield power-ups vital to the later stages of the mission. Collect them if you can.

Lastly, watch out for the forcefield barriers. If they are open in an occupied Federation building, then you can be sure that they will slam shut just as you reach them, damaging your shield. To open them afterwards, simply fire at the wall indicated by the huge red arrows — Laser 2 salvoes should do the trick.

## ...On The Planets

Unsurprisingly, all the combat tips that apply to deep space are also very relevant once you fly down





onto the surface of the various planets. Again, the three flavours of missile are very effective, as is the cluster missile (which always guarantees a kill), but, for close-quarter dogfighting, you can't beat the Rexxon-shredding power of Laser 1.

Some general points though — any Rexxon craft that are out of range of the Inferno fighter's 2D and 3D radar systems can be detected by using the SID (Surface Image Display); try to remember that when you use the Autonavs they don't take into account the local scenery, so be ready to dodge radar dishes and mountain ranges; and if you fly at a higher altitude on the planets, you'll go slightly faster because there isn't as much air resistance in the upper atmosphere. Obviously this is very useful when you have to fly quickly from A to B and you haven't picked up a Turbo combat pod to give you a boost.

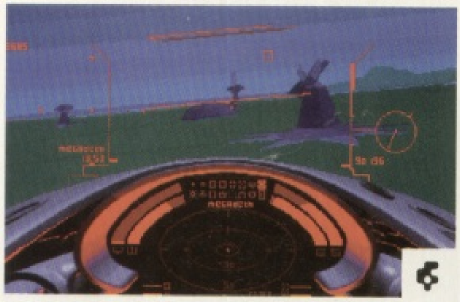
## ...Inside Bugships And Bases

Getting inside the bugships and the Rexxon bases is very straightforward. The large bugships have two entrance-holes located underneath their bulbous rear-ends, that open up when you fly close to them. But to get inside the bases, you must find the dome that has the small tower on it (see picture 6), blow the tower up and fly down through the hole that the explosion reveals. Ignore the obvious entranceways, as they tend to slam shut just as you fly towards them.

Once inside a Rexxon base or bugship, the waypoint indicator on the HUD automatically points to the computer terminal where you can download the map with the F key (it's usually near a walkway with lots of little Rexxons on it). Whatever you do, don't set another waypoint marker or you'll lose the terminal location, and you'll have to bravely wander around the Rexxon corridors searching for it.

When you're flying around inside the corridors of a Rexxon installation (or a Federation one, for that matter), keep a close and careful eye on your shield and energy levels. Although it may be very tempting to fly in the glorious full-screen mode, it's much more sensible to fly with the cockpit up, so you can keep tabs on those vital gauges and orientate yourself with the onboard map.

As a general rule, don't fly too fast along the corridors (unless the clock's ticking) and, when you enter Rexxon rooms, judge whether it's worth destroying any gun emplacements and Walkers before destroying the target (see picture 7).



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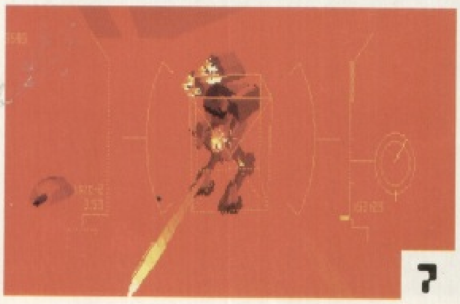

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Some targets are easier to toast than others — reactors and engines just need a couple of Megadeth blasts, while the computers need to be deactivated by destroying two pulsating blue things hidden in rooms at the top and bottom of the computer.

Whatever your eventual target, plan your routes carefully so that when the clock starts ticking you've only got a short distance to fly to reach a take-off point. Sometimes it's useful to prepare the escape route first, knocking out all the bridges, guns and pillars so that it's easier to negotiate. Sadly, you can't do anything about the doors that block the passageways, so you'll need to put your foot down and do some fancy flying if you're going to get out in time.

Lastly, take time to collect any Regen Chemicals (which look like combat pods but sport a big 'RC' symbol), because they don't appear very often. In fact, they can only be found in large Rexxon bug craft, never in the bases. Grab 'em when you see 'em, because believe me, you're going to need them later on.

Try using torpedoes to clear a room of troublesome Rexxon fighters and, if you pick up an Invincibility pod, save it for the big space battles or flights into bugships.

**Guitar-playing rabbits, teleporting elephants and a long-lost treasure map... The plot begins to thicken in the second part of our solution to Adeline's superb Little Big Adventure.**

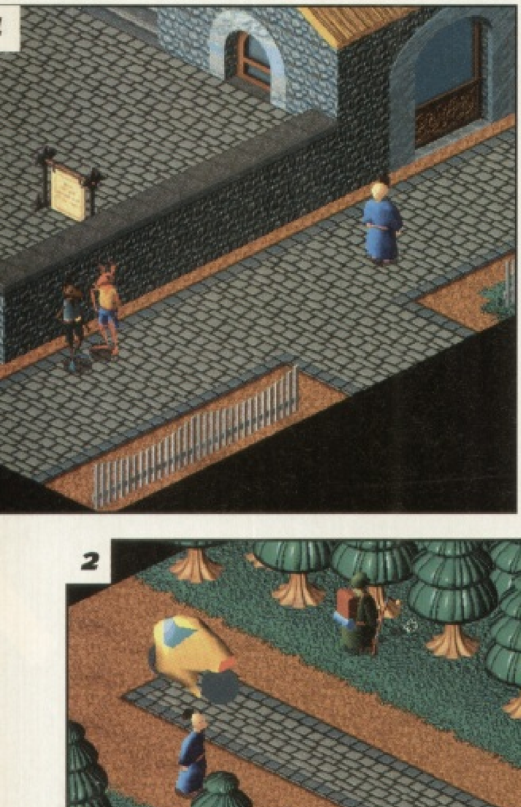
# Little Big Adventure

### Sssh! Quiet please!

After you've disembarked from the ferry on Principal Island, head right along the dock towards the guard post. Using your ball of power, defeat the uniformed guard standing behind the sandbags and the robot Rabbibunny standing next to the guard's hut. When you've dispatched them both, head north towards the main part of the island.

Principal Island is very heavily fortified because it's been fortunate enough to have Dr Funfrock's HQ built slap-bang in the middle of it. As a result, it's not wise to hang around too long on this island, so run to the north, past the well-defended HQ, onto the next screen. Keep moving north until you reach the steps that lead to the Principal Island library.

Inside the library, try and talk to everyone — the Grobo will tell you about Clearwater Lake, mutant monsters and an island of rebels; a Spheroid will give you a clue to a puzzle (telling you to pull the middle lever once and then the right lever once), and the Rabbibunny will talk about how Dr Funfrock has built statues of himself on top of Sendell's magical seals.



But the person you really need to talk to is the librarian. He's the biggest orange Rabbibunny in the building and he promises that, if someone can improve the quality of the tap water, he will grant them access to the restricted Censored Publications Department.

### Chatting Up Rabbits

Leave the library — there's nothing more you can do here at the moment — and head west past the two guards at the guard post. On the next screen, run quickly south before the two guards hiding underneath the camouflage netting open fire on you.

Enter the main part of the town (The Old Burg) and try to chat to the two Rabbibunnies (see picture 1), who are whispering to each other at the bottom of the screen. Don't worry when they run away from you — nip into the doorway nearby. Talk to the female rabbit. She won't talk to you until you prove that you can be trusted and wants you to go out and clobber a clone.

Leave the house and wander north until you come across the large yellow robot as it clunks down the steps. Bump off the metallic rodent with your amazing ball of power and then return back to the house to chat to the female rabbit again. This time she rambles on about local gossip, but eventually she directs you to a friend of hers, Julia, who lives down the road in Peg Leg Street.

Armed with this new information, head south onto a new screen and then into the first house (in fact, the only house) next to the sea. Julia will tell you of the town astronomer. Before you leave to head north again, search her cupboards for Kashes, hearts and magic bottles.

### To Heir Is Human

Talk to the rabbit standing next to the wall and he will eventually take you to the astronomer's house. I say 'eventually' because first he passes you onto his cousin, and then onto a kind-hearted Grobo locksmith. After you've picked up the key the locksmith drops, open the gate and head left past Dr Funfrock's statue (notice the seal beneath it) and into the store (the building with the Jerry can symbol above it). Once inside, buy only the Mecca Penguin and some gasoline, then leave and talk to the female Rabbibunny next to the wall.

The Rabbibunny will help you get past the Supergro that's guarding the steps over to the right, so do as she says and then run past the distracted elephant. Now head right and walk up the steps. On the roof there is a grate, so stand on it and press the SPACE bar to descend into the astronomer's room.

Talk to Bob Vortix (the astronomer). He'll tell you of the legend and mention a friend of his at Port Belooga who can help you out. Get the 15 Kashes that

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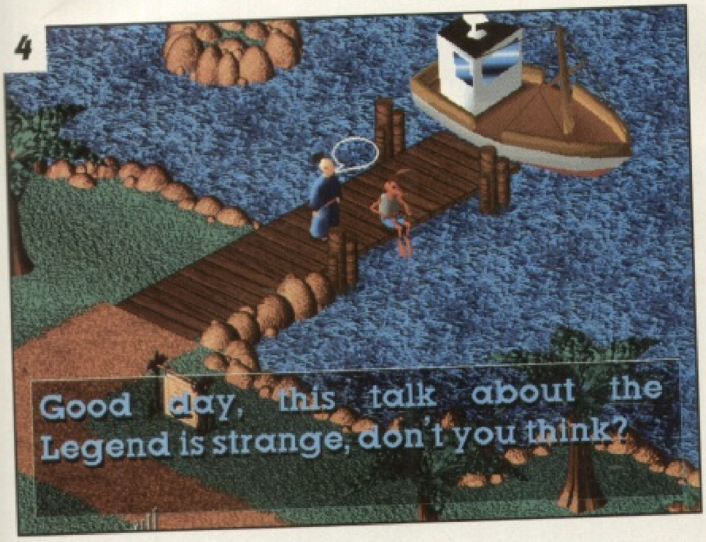

Good day, this talk about the Legend is strange, don't you think?

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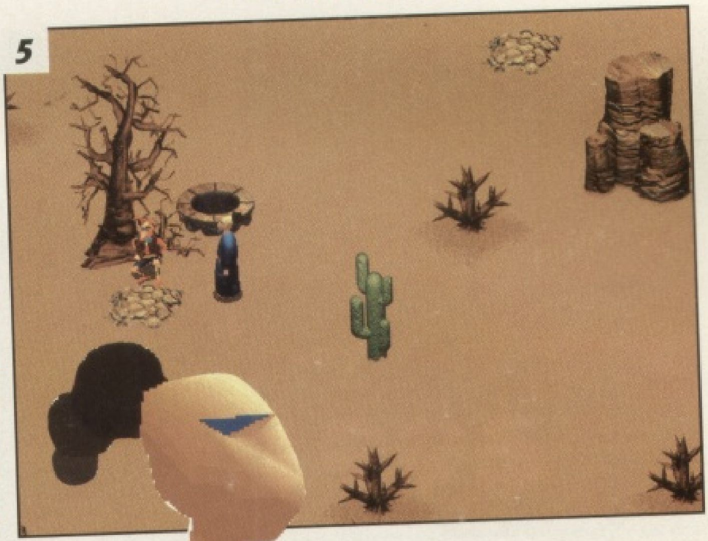


he gives you and then leave by crawling through the hole at the bottom of the screen. When you get back onto the streets of The Old Burg, use Discreet mode to sneak behind the Supergro.

Next, jump over the wall and search the flowerpot next to the tavern to find a clover leaf (an extra life). Nip into the tavern and talk to the people there. It seems that they don't like the tap water on Principal Island either.

So let's do something about it. Walk back to Peg Leg Street and walk left to the end, where you'll find a yellow motorcycle (see picture 2). Wait until the guard leaves the bike to take a leak in the bushes, and then steal it by walking up to it. When you reach the Water Tower, go up the steps, move the grate by pressing SPACE and then fall down the hole that's revealed.

In the tower itself, collect the mushrooms (they contain power-ups) and then use the Cherry Syrup in the tank of water. Simply stand next to it, press SHIFT to call up your inventory and then hit RETURN to activate the Syrup bottle. When the water turns pink, climb up the ladder and go back to the bike. Finally, head back to Peg Leg Street.

### Naughty Books

When you get back, head straight back to the library and seek out the librarian. After he has personally tested the new and improved drinking water, he'll take you downstairs to see a huge book which tells you about the legend, the heir and the White Leaf Desert. Now it's time to head for Port Belooga, so leave the library and run past the guard post once again. On the next screen, however, instead of running south to avoid the guardsmen in the camouflaged bunker, head left into the military camp.

Jump over the sandbags and then head up past the Dr Funfrock statue, taking care to avoid the Rabbibunny robot that's patrolling the square. Walk past the tents and the three wooden toilets until you come across a green buggy (see picture 3). Use the buggy in the same way that you used the motorcycle and head towards Port Belooga.

When you get to the port, walk onto the pier and talk to the Rabbibunny (see picture 4). As you're a friend of the astronomer, he'll take you wherever you want to go for the meagre sum of 10 Kashes. Board the boat and then pick the White Leaf Desert.

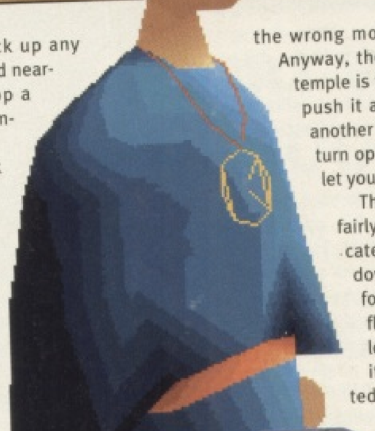
### The Temple Of Doom

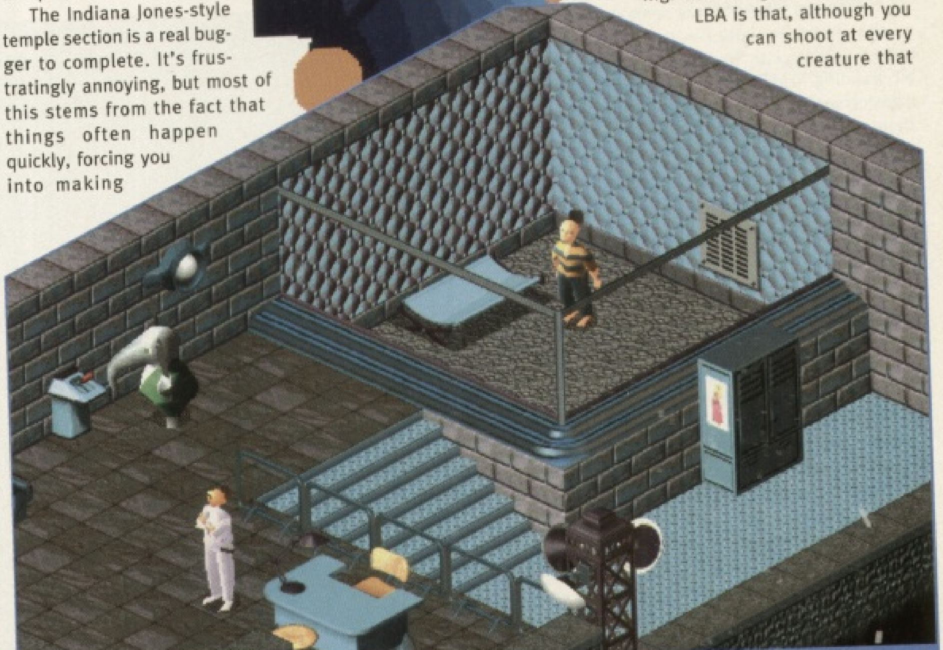
When you've been dropped off by the boat, jump across the rocks, carefully avoiding the hail of machine gun fire that comes from the pillbox on the island. When you reach the beach, knock off any guards that you find and pick up any items that they drop. The guard nearest the south fence will drop a key, so use it to enter the compound to the south.

From here it's a short walk to the desert. Wander to the centre and talk to the aged rabbit with the guitar (see picture 5). Apparently he's after a sacred book that's hidden in an underground temple. It seems that you're the man to find it, so drop down the chimney and start the quest.

The Indiana Jones-style temple section is a real bugger to complete. It's frustratingly annoying, but most of this stems from the fact that things often happen quickly, forcing you into making the wrong move or rushing a platform jump. Anyway, the idea behind the first bit of the temple is to find a small white statue and to push it across the platforms and traps to another pedestal (see picture 6), which in turn opens a door. It's fairly simple, so I'll let you work it out for yourself.

The second part of the temple looks fairly easy, but things are soon complicated by a huge spiked log that rolls down the passageway, and invariably forces you to drop down through the floor. However, if you can dodge the log by hiding to one side and letting it roll past, you can avoid a lot of tedious shooting and platform jumping. One thing to remember in LBA is that, although you can shoot at every creature that





## Get Out Of Jail *Free*

Being thrown into the slammer isn't the end of the world — far from it. In fact, it's only a minor setback and there's really no need to quit out and reload a saved game. You see, all of the jails on the planet Twinsun are easy to escape from. On Citadel Island you just beat up the guard when he descends on his lift. On Principal Island, you bash the guard and leap out of the window. And on Proxima Island (above) you simply walk into the corner, press the SPACE bar and the floor turns into a lift. But best of all, every time you get captured, the guards neatly hang all your belongings in a nearby cupboard. As long as you retrieve them when you escape, you've only wasted a couple of minutes of game time.

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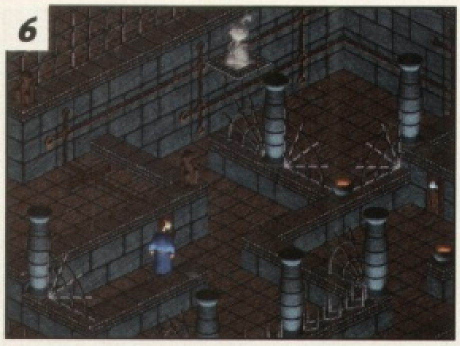

you meet, you can only kill the ones that give off white sparks or stars when they're hit. So don't waste your time and your magic firing at something that's never going to die.

Eventually, with a bit of luck, you should find the Book Of Bu which (a) allows you to read ancient runes and (b) upgrades you to the second level of magic and turns your ball of power to a lovely shade of green. After this, leave the temple and return to the desert. Talk to the old rabbit again and he'll inform you that you are the legendary heir and that you should go home to reclaim the ancient ancestral artifacts.

### *LeBorgne The Pirate*

Righty-ho then. Head back to the boat, leap onboard and head for Citadel Island. Run back to your house and either enter the secret grotto via the barrel in your cellar, or sneak around the back to the easier entrance on the beach. Now that you have the Book Of Bu, you can read the inscription on the door, which tells you that the key to the locked doors and your ancestral weapons was stolen by the pirate LeBorgne, and that if you find his treasure, you'll find the key.

Head back to Principal island by purchasing a ferry ticket from the elephant (the same one who you shifted the crates for earlier in the game). Once you've arrived, pop back to The Old Burg and talk to the rabbit standing next to the wall. Apparently LeBorgne's log is on sale somewhere in The Old Burg, so go to the shop you visted earlier in the game and ask the shopkeeper about it. He tells you that the book has just been sold to the librarian, so hightail it over to the library to pick up the trail.

When you ask the librarian about the log, he directs you to the back of the library where an elephant will read you extracts from it. The only important topic is "LeBorgne's Treasure", and the book details an elaborate, treasure map-style route to find it. To cut a long story short, it's on Proxima Island.

Armed with this information and with Proxima island now a visible location on your Holomap, head for Port Belooga using the buggy in the military camp. Unfortunately, the rabbit doesn't want to take you in his boat this time, but a green spheroid will sell you his speedy catamaran for a mere 200 Kashes (see picture 7). Okay, it's a lot of money, but wander around the landscape a bit, collecting coins, until you have amassed enough money to pay him. Finally, set sail for Proxima island and the treasure hunt can finally begin...

## *Saved* ***Games***

Saving your game in LBA is somewhat annoying. For starters, the game saves automatically, and the only thing you can do is copy the position of your current game into a back-up slot. Worse still, the saved position starts at the point where you entered a new location (see above), not at the point where you choose to back it up. You can't save your game half-way through the desert temple, for example, because when you come back later and load it up, you'll find you've started again at the beginning. Despite this, however, as long as you copy your game every time the screen fades and a new location appears, what's the problem?

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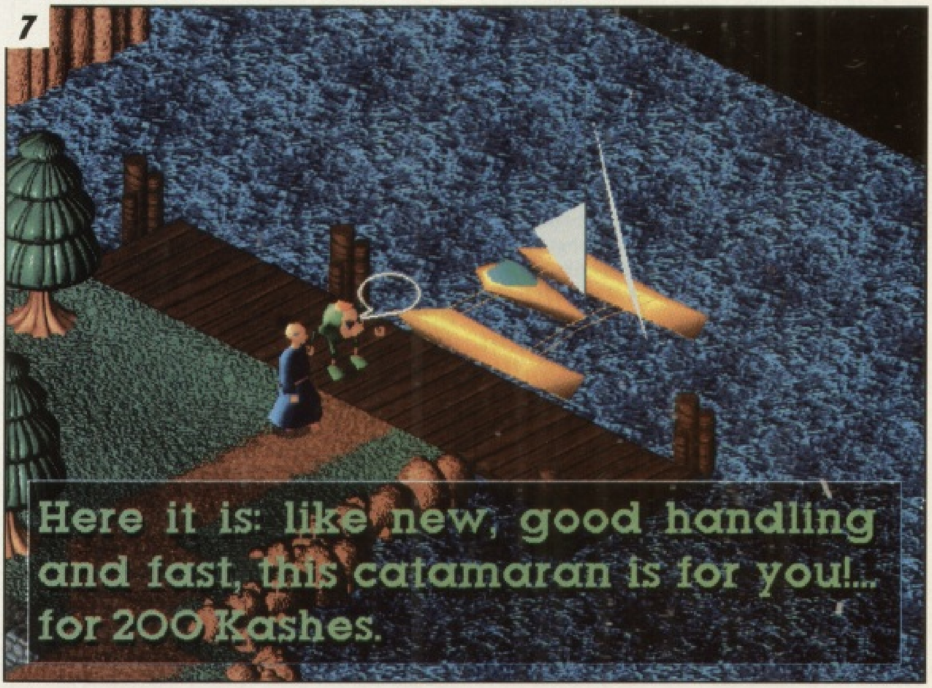


Here it is: like new, good handling and fast, this catamaran is for you!... for 200 Kashes.

## *Next Month!*

**Yes, things are definitely hotting up — and next month we'll round everything off with a well-planned robbery, a commando raid on a snow fortress and a desperate swordfight to the death!**

# GOLDEN JOYSTICKS AWARDS 1995

## vote now and you could win £500 worth of software!

**EMAP Images** honours the greatest achievements of the games industry annually with our glittering Golden Joysticks awards. These prized trophies are honoured by the industry more than any others - because they're the only awards that you, the readers, vote for. And the time has come once again for us to poll our readers. Simply fill in the form below and send it off to: Golden Joysticks 1995, c/o Marketing Department, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Every entrant for the awards is automatically entered into a special prize draw, and the winner walks away with £500 worth of software for his or her machine!

BEST COMPUTER STRATEGY/SIMULATION
This category covers many several genres, specifically: racing simulations, flight sims and war games. Vote for your favourite of 1994 here.

**BEST COMPUTER STRATEGY/SIMULATION:**

BEST LICENSED COMPUTER GAME
Which arcade conversion, officially licensed title or movie tie-in appealed to you the most in 1994?

**BEST LICENSED COMPUTER GAME:**

BEST ORIGINAL COMPUTER GAME
What was your favourite game of the year which DIDN'T rely on an official license?

**BEST ORIGINAL COMPUTER GAME:**

BEST MULTI MEDIA GAME
The huge storage space of CD-ROM has enabled programmers to create incredible software that just couldn't be done on a normal, floppy disc based machine. Which CD title would you rate as the best of the year?

**BEAT MULTIMEDIA GAME:**

BEST ADVENTURE GAME
The adventure game market has remained extremely strong over the last year with some very commendable releases for all computers. Choose your favourite here.

**BEST ADVENTURE GAME:**

BEST ARCADE CONVERSION GAME
Conversions of arcade games are as popular as ever - vote for your favourite of 1994 here.

**BEAT ARCADE CONVERSION GAME:**

COMPUTER GAME OF THE YEAR
Which game overall would you rank as the greatest of 1994?

**COMPUTER GAME OF THE YEAR:**

SOFTWARE HOUSE OF THE YEAR
One of our most prestigious awards. Which games producer do YOU think has maintained the greatest quality and produced the best games in 1994?

**SOFTWARE HOUSE OF THE YEAR:**

BEST COMPUTER PROGRAMMER OF THE YEAR
As well as bestowing awards on the software houses and the games themselves, we can't forget some of the most important people in the industry - the people who program the games. Which individual or team do you rate as the best programmer(s) of the year?

**BEST COMPUTER PROGRAMMER OF THE YEAR:**

BEST AD OF THE YEAR
A decent marketing campaign can be the make or break of a particular game or brand. Which advert in particular stood out for you? It could be a game ad, hardware ad - on TV, radio or in the games magazines.

**BEST AD OF THE YEAR:**

**PRIZE DRAW FORM**

Name:..........................................................................
Address:.......................................................................
Telephone Number: .............................................................
Machine Owned: ................................................................

# cheat lab

**Stratagems, tricks, cheats, clues, tips, hints or pointers. Whatever you want to call them, they've all been bottled and neatly arranged in the Cheat Lab fridge. A tip for Frontier, perhaps? A hack for Theme Park? Read on, dear gamer, read on...**

## Cannon Fodder

**Virgin Interactive Entertainment**

A simple level skip. That's all we ask for. We don't want any of this hacking business, it's far too complicated. So thank god for Thomas Kovar in Wiltshire, who has written in with this simple cheat for the very excellent Cannon Fodder.

Simply go to the map screen, hold down the CTRL key and type in the word 'Fodder'. A white border should appear around the screen. Now exit the map, return to the game and press the RETURN key. The words "Phase Complete" should flash up and you can move onto the next level. That's all there is to it. Easy, eh?

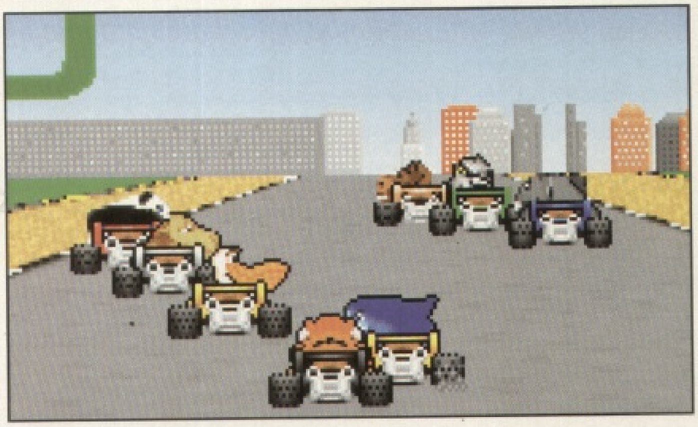
## Wacky Wheels

**Apogee Software**

If you bought the November issue of PC GAMES, you'll no doubt have played the superb demo of Apogee's Super Mario Kart-beater, Wacky Wheels. If you did and you have, then you may be interested in this little cheat for the demo, sent in by Stuart Holywell from Churchdown. Apparently, although you can only drive on the 'Bronze Wheels' tracks, it lets you drive a race on one of 'Silver Wheels' courses, but I'll let Stuart take you through it...

Firstly, make sure you have a game saved on Player One mode (i.e. play any track and then press ESC to save and exit) and then go onto the Wacky Wheels Info screen. Select the 'Ordering' option and the game will show you a Panda on Silver Wheels track 2. (To drive any other racer, keep quitting the game, loading it back up and selecting the 'Ordering' option, until the character you want to drive appears in the centre of the racers.)

Finally, return to the Wacky Wheels Info screen, select Player One mode and load the game you saved earlier. Bingo! You're now playing Silver Wheels Race 2 with the driver you selected!



## Fury Of The Furries

**Mindscape**

In Issue 5, William Steptoe sent a desperate plea to Cheat Lab Interactive for help with Kallisto's addictive platform game, Fury Of The Furries. Sadly our gaming pundits couldn't answer his query (rest assured, they were severely beaten), but Simon Huskett from Gwent has leapt to the rescue with the solution. So, come with us now to Level Four of the Pyramid World. Take it away Simon...

...Once you've got past the razors and the pit of spikes, the last block above the spikes falls down. Walk back to the edge of the pit (so you've got a good run up) and then jump as far as you can into the swamp. Keep your joystick (or keyboard) in the 'jump' position while you fly through the air and, as if by magic, you will be carried across the swamp without a scratch.

## Frontier: Elite 2

**GameTek**

Inge Rafteseth from Norway has written in to point out an interesting bug in David Braben's epic space adventure, Frontier. No, it's not the old passenger cabin cheat, but a tip that allows you to boost the capacity of the humble Eagle fighter to a whoppingly spacious 320 tonnes! Yes, that's 300 tonnes of extra space. Just think what you could bolt on with that...

Anyway, if you've been slogging away at Frontier for a while and you've built up what amounts to a small fortune, why not follow these simple steps to get an Eagle with a TARDIS-style cargo bay extension?

(1) Buy a Tiger Trader, but don't bother with a crew.

(2) Sell the Hyperdrive and buy 10 MB4 mining machines and an escape pod.

(3) Activate the escape pod and land it.

(4) As usual, you will receive a brand new Eagle fighter with a cargo capacity of 20 tonnes.

(5) Check your inventory. The MB4's should still be aboard, so simply sell them and the cargo capacity will increase to 320 tonnes.

Unfortunately, if you've got a recent copy of Frontier, this cheat may not work at all. How can you find out? Well, if you've tried the old passenger cabin cheat (detailed in Cheat Lab Interactive on the opposite page) and that doesn't work either, then yes, you probably have a new, bug-free version of the game. But if you were an early adopter, and you bought the game when it was still warm on the shelves, then both the unlimited money cheat and this one, should work happily. But I stress the word "should".

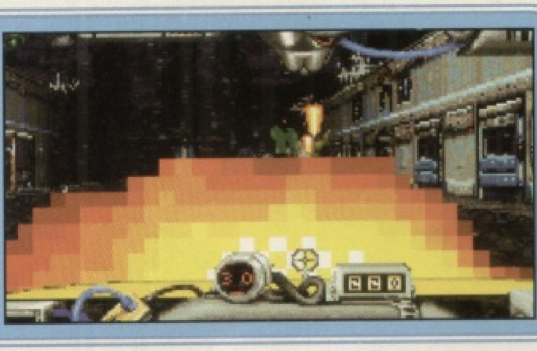
By the way, if anybody out there knows of any more cheats or hacks for Frontier (especially one that jacks up your Elite rating), then drop us a line at the Cheat Lab.

## Quarantine

**GameTek**

Driving a taxi in the future is a dangerous business. Not only must you possess the "Knowledge", a cheery database of topical chit-chat and a total disregard for other road users, you've also got to be good with a gun. Thankfully, rookie cabbie Iain Pattinson from Meopham has discovered a useful cheat that makes defending yourself much easier — it allows you to have an unlimited amount of Reaper ammo.

First of all, use up all your current Reaper ammo (fire at a few innocent pedestrians or something), then select the Punisher. Now tap the CTRL key and the ALT key at the same time. Hopefully, this simple process should increase the amount of Reaper ammo until the gauge disappears off the end of the counter. It's a bit tricky, however, so keep tapping away until the key combination works.



# cheat lab Interactive

***Any questions? Yes, you sir. No, you at the back, next to the lady in the green sweater. Oh, I'm dreadfully sorry — next to the man in the green sweater. Yes, you. What's your question for the Cheat Lab panel?***

**Dear Cheat Lab,**

In Curse Of Enchantia, after the mage in the town takes me to the edge of the cliff, I can't pass the gap in the mountains that lies beyond the falling rocks. How do I pass this and what do I do afterwards? Please help.

**W. O'Brien,**
**Swan Hill.**

*Oops, Cheat Lab strikes out again I'm afraid. We don't have a solution to Curse Of Enchantia here at the Lab, so if anybody out there has one hidden away, please drop us a line.*

**Dear Cheat Lab,**

I've been playing Alone In The Dark for ages, but I can't understand what to do in the Ballroom. I've played two records, but there is a message saying that the Zombies don't like the music. Where's the correct record? Also, I would like to know how to kill the monster in the basement.

**Stian Skjondal,**
**Norway.**

*Okay, the green record is the one you should use to make the dancers dance. Once they're strutting their funky stuff, grab the key from the mantelpiece and go back out of the room, taking care not to touch any of the dancers — even the slightest brush against them will spell your doom.*

*Now you can go down the secret stairway to the underground caves, but make sure that you are carrying the lamp, the lighter, the talisman, the key from the ballroom and some miscellaneous weapons.*

*As for the monster in the basement, there's the sea-monster and the huge slug-thing. You can't kill the huge slug-thing, but you can get past it by diving into the tunnel on the right, luring the slug towards you, then running back and around the other way. As for the sea-monster, this can be avoided too by running round the wooden platform and jumping over the rotten planks. See? It's simple when you know how, isn't it?*

**Dear Cheat Lab,**

In Indiana Jones And The Last Crusade, I've stumbled upon the skull Xylophone. I've read the notes in the Grail Diary but, every time I play them, the door refuses to open. I'm beginning to think that I've got a bugged copy of the game. Could you please tell me the correct order to push the skulls?

**Jon Ramstad,**
**Norway.**

*Well, opening the door shouldn't pose too much of a problem. As you say, you've got to play the notes in the Grail diary, but make sure that you play the notes that are on the lines. This should work, but if you still have problems, try giving the technical blokes at US Gold a call on (021) 326 6418.*

**Dear Cheat Lab,**

Please could you tell me how to get the Mood Ring in Sam & Max Hit The Road? I have been reading your magazine since it first came out and I would be grateful if you could help me.

**Peter Filcek,**
**Dorking.**

*No problem, Pete. To get the Mood Ring, you've got to have the Magnet (from the Lost & Found tent), the Hand (from the Freak Tent) and the Golf Ball Retriever (found at Gator Golf). Open the jar with the hand in it by giving it to the guy behind the counter at Snuckeys, then use the Hand with the Retriever and then use the Magnet with them. Now go along to the Ball Of Twine Museum and use the magnetised Retriever with the bottom of the Ball of Twine and you'll discover the Mood Ring.*

**Dear Cheat Lab,**

I have heard that there is a cheat for Doom that lets you walk through walls, but I don't know it. Please help me.

**Joe Bullock,**
**Aldershot.**

*Simple one this. Just type IDSPISPOPD to turn off the Doom 'clipping mode' and you'll be able to wander through solid rockfaces, doors and walls at will. If you've got Doom 2, however, this cheat has been changed to the much shorter IDCLIP.*

**Dear Cheat Lab,**

I've got a few questions about Frontier. I always read every cheat but I can't find any cheats that gives you more money. Also what are the special weapons and where can you fit a Class 8 (or higher) Hyperdrive. And what are those bulk carriers doing by the space stations? Can you buy them too?

**Jaapjan Tinbergen,**
**Netherlands.**

*Right. The money cheat is as follows. Start a new game at Lave and then sell everything onboard your ship — the lasers, the Hyperdrive engine, everything. Next buy two passenger cabins and then go to the Lave bulletin board. Accept the first mission to Leesti and then go to the shipyard. Try and buy any other ship and your money will miraculously increase (but only if you have an early version of the game).*

*As for special weapons, things like nuclear missiles can only be obtained from military bases — you're given them automatically when you accept a high-level mission to destroy a starbase. The Class 8 hyperdrive is only available at selected high-tech planets and can only be fitted to the biggest freighters, i.e. the Tiger. Lastly, no I'm afraid you can't buy the bulk carriers that hang around the space stations, but you can destroy them if you want to.*

### Stuck in an adventure?
### Do you know any hot tips for todays top PC games?

If the answer to either of these questions is "Yes" grab a postcard and send your tips or queries to us at: Cheat Lab, PC GAMES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. You never know, you might be lucky enough to win a software prize.

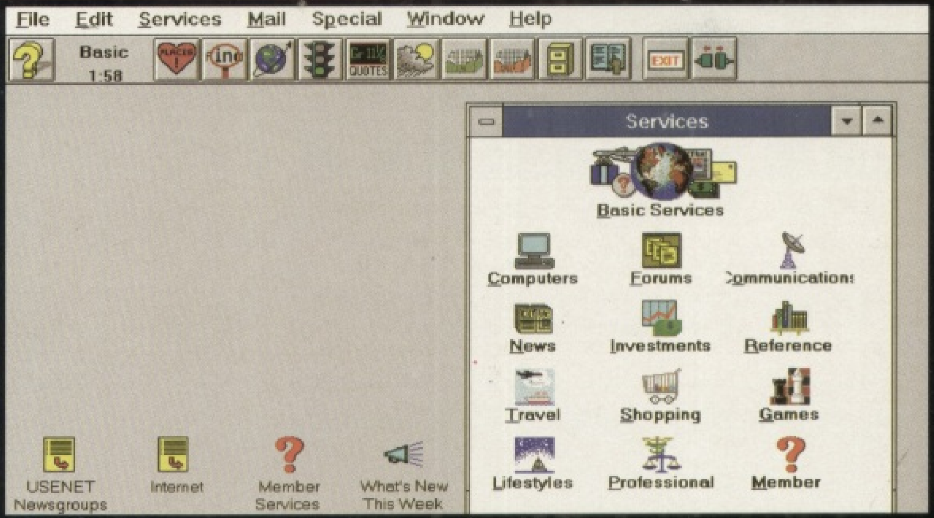
***IT'S NOT OUR FAULT!***

*PC GAMES can not be held responsible for loss of data or for the tips failing to work properly or for anything strange and bizarre that might happen to you and your PC within the next 2,654 years. You use these tips at your own risk. If anything goes wrong it's your fault. Not ours. Just wanted to make that bit clear, okay?*

*The name's Erskine. Christina Erskine. And if you've got a technical problem, I've got a not-so- technical solution. That's why they call me...*

# THE *TROUBLE SHOOTER*

Muddled from Milton Keynes has been on the line this month: **"I've got a modem and I really want to get on the Information Superhighway. Is that part of the Internet? I've tried phoning some bulletin boards but they just ask me if I want to download Shareware — there must be more to it than that. What do I do next?"**



Muddled, people have making up nicknames like the Information Superhighway, 'Cyberspace' and 'Net-surfing' in order to make a dull phrase like 'on-line communications' sound cool and hip. All it means is that you communicate with other people via your computer. And yes, you can do all that via the Internet.

### Right, so what's the Internet then?

The Internet is a network of networks. If you imagine a whole load of computers connected together, and then hundreds of other clusters of connected computers, the Internet is the links that connect the clusters to other clusters. It's more of a concept than a tangible entity.

### Er, okay... so what's the phone number?

Well, there isn't one as such. In order to access the Internet, you need to get on a bulletin board that offers a 'gateway' to the Internet. A gateway is just a link from the confines of the bulletin board to the wider world of Internet. You might have to type 'Go Internet', say, from a prompt, or select 'Internet' from a menu.

### And then what happens?

You probably get another menu. I have to tell you that this 'Net-surfing' business which sounds so super-cool is mainly a question of selecting an item from a menu within a menu, from another menu, from its parent menu, from an introductory menu... get the picture?

### Yes, yes, yes, but where do I end up?

Okay, let's get specific. Here's a set of places, areas and things to do that are prominent on the Internet. There's e-mail: you can send e-mail to anyone with a *bona fide* Internet address and, at your Internet address, you can receive it...

### I don't see why e-mail's so great. If I want to talk to someone that bad, why not phone or fax them?

Compared with the phone, it becomes less important to catch them in the right time zone if they live abroad. You send the message to their mailbox and, when they next check their mail, there it is. It might even be cheaper in the long run, since you should be connected to your BBS at local call rates.

And it's a lot less hassle than a fax (unless you're faxing already-printed matter). You write your message, type in the address of the recipient and hit the key for 'send' — there's none of this feeding reams of paper into machines, only to have someone ring up three hours later to say they couldn't read page two.

### What's all this I've heard about chatting to people from around the world — that's not just another way of saying e-mail, is it?

Sounds like you're talking about the Usenet Newsgroups, hundreds and hundreds of special interest groups set up to 'discuss' their own particular topics. If you're always trying to get other people interested in your passion for growing bonsai trees, or for the films of Tim Burton, this is the place to come. There are newsgroups devoted to absolutely everything on earth — and quite a few things that sound as though they come from another planet altogether.

### So how do I go about getting hold of one of those?

You make your way down the set of menus offered by your software. Often you'll get a scrolling list of newsgroup, so just select one that looks interesting and you're in. Newsgroup people communicate by posting messages from their computer into the newsgroup (your software will make this easy for you). You can either just post up your own opinions on the subject, or reply specifically to someone's question or statement, or add a comment of your own to one point of discussion (each topic within the topic is called a 'thread').

### Okay, what else?

You can also find software, files and information to download from FTP sites. FTP stands for File Transfer Protocol, and an FTP site is another computer from which you can download files on to your own computer. Some FTP sites give you limited access without a password, others let you browse away to your heart's content. A lot of the information contained here is relevant to researchers and academics, but there are plenty of mainstream ones as well.

As a games player, you'll find quite a few software houses have their own Internet areas, where there'll be information on current and forthcoming games and maybe pictures to look at and download. Look on the back of games boxes, or in the manual, to see if there's an Internet address.

Many of these companies and other general interest companies have their sites on a thing called the World Wide Web, which is a special area of the Internet accessed through a hypertext-based software module, which is very straightforward to use and is rapidly becoming hugely popular with 'non-computery' people.

### All right, I'm interested. Where do I go next?

Right, there are two main ways to access the Internet. You can go through a 'gateway' on a bulletin board service, in which case you'll probably get a text-based interface which will be easy to use, but not very pretty.

Or, if you set yourself up as an Internet site through someone like Demon Internet Services, you get what's called a TCP/IP link — the full Monty. In this case, you'll get a scrummy graphics-based interface and it all looks very attractive and sort of multimedia-ish. It'll be dead easy to find your way around and you'll feel you're really on the cutting edge of technology.

The main drawback to all this is that it can be very slow, especially once you're embedded deep in Cyberspace, extracting files from somewhere in Taipei — and that's even *with* a fast PC.

### Which do you think would be better?

Well, there's no need to go the whole hog at once. Why not start off with a gateway from a nice inexpensive service such as Delphi, Cix or Fonix, and then decide if you really want to devote the hard disk space, time and effort into becoming a dedicated Internaut.

After all, there's no point in jumping in with both feet if you then decide that the Internet is for no-life saddies, like our Imp did last issue...

**Ah — another poor soul released from torment.** If you've got a problem with your PC that needs a spot of troubleshooting, drop me a line and we'll talk it through. And when I'm not being the TroubleShooter, I've got a day job as editor of PC REVIEW, sister magazine to the very wonderful PC GAMES. PC REVIEW covers the whole gamut of PC entertainment and includes a Technical Help section, in which you can find more detailed versions of the articles which appear in this section.

**Write us** a letter. Go on — do it now! And then send it to Dave the Editor at: PC GAMES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Alternatively, go 'Cyber' and fax him on: (0171) 972 6710, or e-mail him at: PCREVIEW@CIX.COMPULINK.CO.UK.

# LETTERS

## *I'M* **NOT LAZY!**

Dear PC GAMES,

I am a games programmer and have to disagree with some of the comments by Michael Farren and Imp. I agree that it is wrong that computers should become obsolete so quickly, but it is not because programmers are lazy and lack talent. If we were, we wouldn't get a job! Most of these 'lazy' PC programmers are the same people who wrote the games which ran at a respectable speed on your Amiga. My last game ran nice and fast on a 2.58MHz 65816. My next will probably be almost unplayable on a 386.

Basically, there are three reasons why PCs become obsolete so quickly (with regard to the games industry). There are the projects which are too ambitious, which becomes a case of "Great, the Pentium's out so now I have a machine fast enough to run my code." In these cases, the code is highly optimised but just tried to do too much for a lower-end PC to handle.

Then there are the projects which have a tight schedule: they have to be written in 'C' because there isn't enough time to write them in the faster machine code. Anyway, who cares as long as it looks okay on a Pentium? Here, we would probably get the sack if we said we'd just spent the last week doubling the speed of a certain piece of code and had consequently missed a deadline.

The third reason, probably a combination of the previous two, is that it has been deemed that PC owners like to show off their machines and therefore want lots of pretty graphics — so if we were to write code that would happily run on a 25MHz 386SX, no-one would buy it because it doesn't look as good as "that game" which requires a Pentium 90 with a quad-speed CD-ROM drive.

If people didn't buy games that required high-end PCs, then these games wouldn't get written and more time would have to be spent on optimising code for slower machines and limiting the design of games to those that would run on slower computers.

Don't blame the programmers: most of us can write highly-optimised, concise code and probably work longer weeks than most people. When was the last time you left work at 4am, knowing that you had to be in again at 7am the following morning so that the project wasn't canned by some large Japanese or American publisher?

**Steve Howard,**
**Via e-mail.**

## ***DIE*** *LEMMINGS!*

### STARLETTER

**Dear PC GAMES,**

**Am I the only person in the world who can't stand Lemmings? I'm sorry, but I can't see the attraction of saving the lives of countless thousands of those irritating, green-haired, squeaky-voiced parodies of cuteness which bear absolutely no resemblance whatsoever to the real mammal.**

**I'll be the first to admit that I did, in fact, buy the original game, firstly because it got rave reviews everywhere, and secondly because it seemed a little bit different to your usual PC fodder. I can't say that I enjoyed it much, but I'll give Psygnosis the benefit of the doubt because a lot of people obviously did. There's no accounting for taste.**

**What I can't forgive Psygnosis for is releasing all those sequels and add-on disks in an attempt to (no doubt) cash in on the hype generated by first game. And of course, countless thousands of game players will rush out, lemming-like, and buy them.**

**It seems to me that even the "knowledgeable" editor of PC GAMES has been taken for an idiot. All New World Of Lemmings? Suspiciously Similar World Of Lemmings, more like. I mean, come on, is it really that different to the first game? Oh, the lemmings are bigger. Wow. So how can you possible justify giving the game a respectable 88%, eh? I smell a rip-off.**

**Now if Psygnosis released a game in which you had to destroy as many of the the little bleeders as you could in a minute, I'd happily part with my cash for it. Now there's an idea.**

**Martin Johnson,**
**Southampton.**

£50 WINNER

**You worry me, Martin.**

## SO LONG, ***CD***

Dear PC GAMES,

For once I whole-heartedly agree with Imp [Issue 6]. What is the point of CDs? I've been playing PC games since 1989, when I owned a desperately underpowered Amstrad 2086 which ran at a blinding 8MHz, had a single low-density floppy drive (I eventually got round to adding a hard card and a basic Sound Blaster) and a mono VGA screen.

Back in those days, I had terrific fun playing games like Midwinter, Elite Plus and numerous Shareware titles, all of which look pretty basic by today's standards but nevertheless contained lots of that essential ingredient, playability. After two happy years with that trusty machine, followed by another three reasonably content years as the owner of a 25MHz 386SX, I've finally take the plunge and invested in a multimedia Pentium (and you wouldn't believe the overtime I had to do to pay for that baby).

And what is the game I spend the most time playing on this miraculous PC? Something called Nethack. I downloaded Nethack from a bulletin board after reading a review of SSI's Dungeon Hack in PC Review, and have never looked back. It's a role-playing game so basic that the graphics are made up of text characters (ogres are represented by an O, dragons are a D, and so on), and the controls are entirely keyboard-based. In fact, it would run quite happily on my old Amstrad.

Thing is, it might look crap, but it's the most fun I've ever had with a PC, chiefly because it's humorous, tough and every time you play it you get a different dungeon so you never get bored with it.

So what's this got to do with CDs? Well, after playing a few demos from your CoverCD, I'm starting to get worried. It seems that the games companies are wetting their collective pants at the prospect of all that storage space, but instead of using it to make good, playable games they're filling it with graphics and little else. Even worse, the fact that games are coming on more than one CD takes us right back to the bad old days of disk-swapping, which I haven't had to do since 1989!

I hope the games companies soon realise that games which contain 600Mb or more of lovingly rendered graphics but hardly any gameplay may attract your attention initially, but after 10 minutes or so you'll be bored rigid. Right, I'm off to play Nethack. Anyone want a cheap multimedia Pentium?

**Bruce Perkins,**
**Leeds.**

**You're right, Bruce — too many CD games *are* just lots of lovely renders and very little else. However, that's now beginning to change, and many developers are starting to produce 'real' games that use all that storage space for more than visual frippery. So don't sell that multimedia Pentium *just* yet.**

## *...OR MAYBE* ***NOT***

Dear PC Games

Are CDs pointless? I think not. Once again, Imp is talking out of his back passage [Issue 6]. It may have escaped your notice, but PCs are getting more and more powerful and, to take advantage of this, games are getting correspondingly bigger.

After spending over an hour loading Origin's Strike Commander last year, inserting those disks one by one, then drinking my way through an entire jar of Nescafe while the files unpacked, I vowed that my next purchase would be a CD-ROM drive.

Take Rise Of The Robots. Would you rather have the CD version which comes on one CD, or the disk version which comes on 14 (bloody hell — *fourteen!*) floppies and takes so long to install that the next ice age will have arrived by the time it's finally on your hard disk? I know which I prefer!

**James Harding,**
**Esher, Surrey.**

## ***TOO*** SMALL?

Dear PC GAMES,

Is it just me or are adventure games getting smaller these days? After reading Dean Evans' glowing review of Ecstatica in your last issue, I rushed out to may local games emporium and bought Ecstatica. Imagine my disappointment, then, when I managed to complete it after one (count 'em) day's play.

Oh, it's very nice and all, but how can anyone justify charging £44.99 for a few hours' entertainment? Dean did mention that it was a bit on the short side, but that really should have been reflected in the score.

Ecstatica isn't the only culprit either. Alone In The Dark — completed in one and a half days; Day Of The Tentacle — two days; Hand Of Fate — two days; Master Of Magic — about three hours to win on hard level... It's taking the piss a bit, isn't it?

Contrary to what you might think, I have a full-time job and am only free at weekends, so it's not as if I'm not spending all my time playing games. Also, although I like games and have played quite a few of them, I don't consider myself an expert by any means, so if I can solve them that quickly then I'm sure that a lot of other people can.

The only games that keep me occupied for any length of time are role-playing games and sims such as Sim City 2000 and Civilization. And until the games companies start putting more effort into their adventures, I won't be buying any more.

**Darren O'Sullivan,**
**Dublin.**

**Is this really a letter of complaint, Darren, or just an attempt to boast what a gaming god you are in print?**

# NEXT MONTH

Le Maison de N'xt-Month

## Dinner Is About *To Be Served!*

Welcome, gaming gastronomes, to La Maison de N'xt-Month. Please take a seat — a waiter will be along to take your order in a few moments. Meanwhile, would you care to study the menu...?

# MENU

## Hors d'Oeuvres

***Disks avec Demos Jouable***

Two spicy high-density disks, each filled with choice slivers of the latest games and garnished with Shareware segments. Served hot — delicious!

*ou*

***La Platte Silver***

A wafer-thin slice of silver, coated in a tempting plastic glaze, stuffed with assorted prime cuts of multimedia meat. Our house speciality.

## Main Course

***Seul dans le Noir Trois***

A spine-tingling blend of the finest 3D polygons and chilled marrow. Flown in fresh every morning from the little French town of Infogrames.

***Racing de la NASCAR***

An exciting North American delicacy, served with a side order of hot wheels. A favourite with our regular patrons, so it is sure to go fast!

***La Forge de Bio***

A large, succulent cyborg, coated in crispy texture maps, and cooked over a very slow flame for several months by Origin. (Subject to availability.)

## Dessert

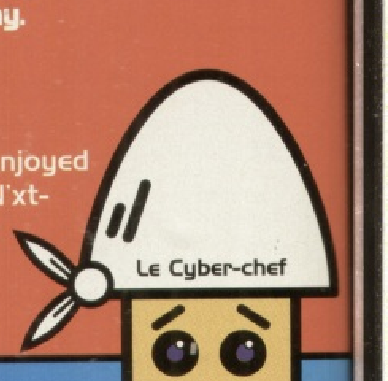
***Your choice of fresh news, matured features and sweet tips from the trolley.***

*ou*

***Fromage et Biscuits***

**Please ask the waiter about our Special Of The Day.**

The Management hope you enjoyed your meal at La Maison de N'xt-Month, and that they will have the pleasure of your company again soon.



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ITS CHRISTMAS EVE IN TOBY'S HOUSE..
HO HO HO! THIS LITTLE CHAP'S SOUND ASLEEP. I'LL JUST LEAVE SOME PRESENTS
SUDDENLY..
HOLD IT RIGHT THERE FAT BOY!
IF YOU SO MUCH AS TWITCH I'LL BLOW YOUR STUPID HEAD CLEAN OFF!
THEN..
IT'S OKAY SANTA! I'VE GOT HIM COVERED!
DAMN YOU RUDOLPH
I SAY WE WHACK HIM RIGHT HERE, MISTER CHRISTMAS! TEACH THE LITTLE PUNK SOME RESPECT!!
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GIT. WHERE D'YOU THINK WE GOT ALL THESE PRESENTS? WASTE HIM, RUDOLPH.
BLAM!

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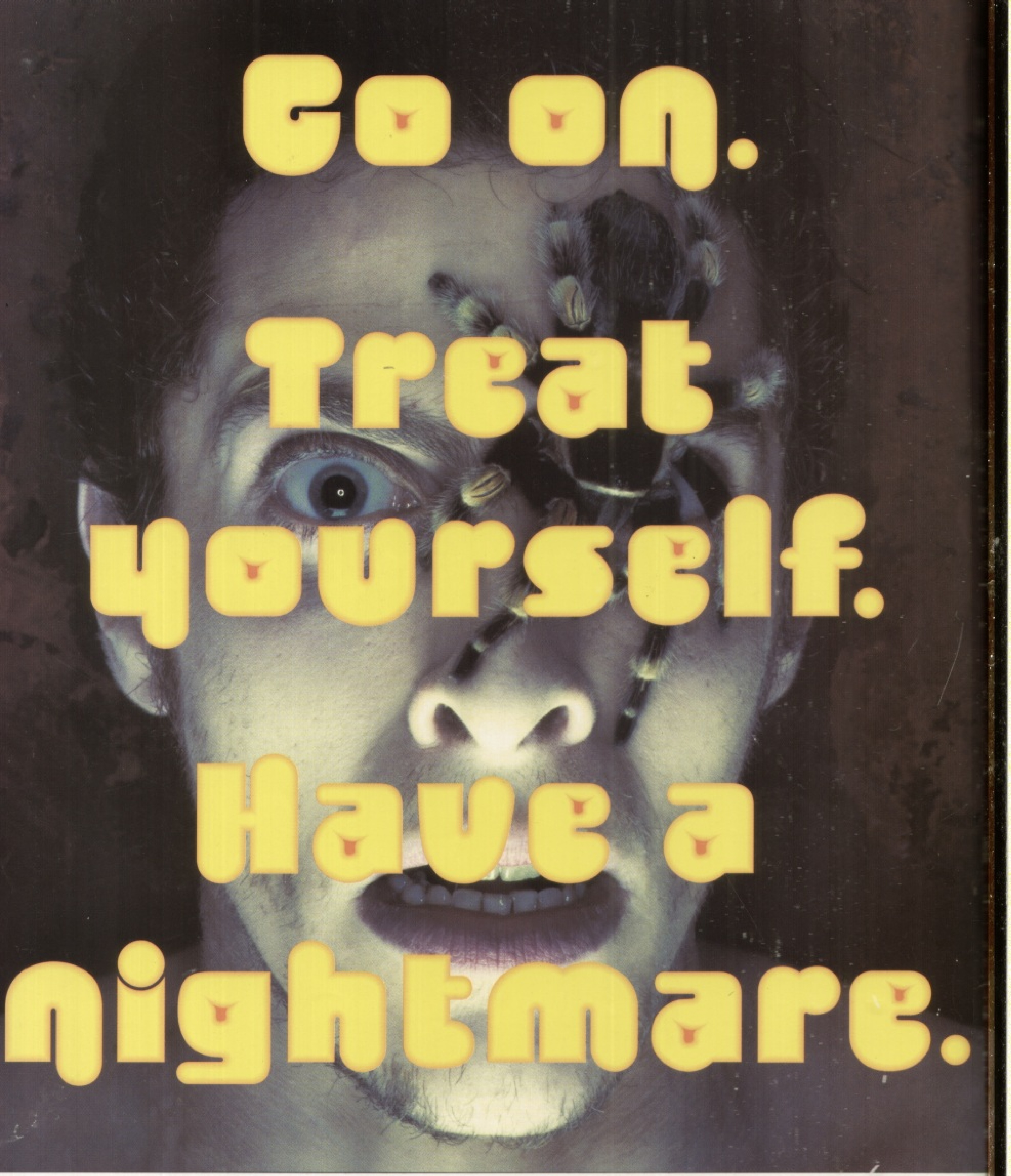
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PC GAMES

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FEBRUARY 1995

# PCGAM

The only PC games mag you'll ever need – **CD-ROM EDITION** (HD E

## COMMANDER BLOOD

Er, wow! Like ker-razy, man...

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